TRICKS & STRATEGIES FOR PS ONE AND PS2 | Onimusha, Medal of Honor Underground
Fear Effect 2, Star Wars Starfighter,

ZIFF DAVIS
May 2001
ISSUE 44

OFFICIAL U.S. PlayStation MAGAZINE

WWF SMACKDOWN! 3 PILE DRIVES PS2

CRAZY TAXI

We Play Sega's Classic on the PlayStation 2!

QUAKE III FIRST REVIEW!

PLAYSTATION 2

Metal Gear Solid 2

Official U.S. PlayStation Magazine Issue 44 (May 2001)

Metal Gear Solid 2 &
Final Fantasy Movie
Action Figures Revealed

Grand Theft Auto 3
The Getaway
Ace Combat 4
Red Faction

SPY HUNTER

Returns After 18 Years

Medal of Honor FRONTLINE

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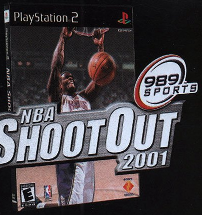
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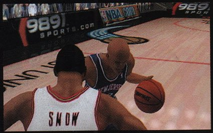
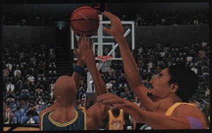


Close the Lanes with Auto Defend



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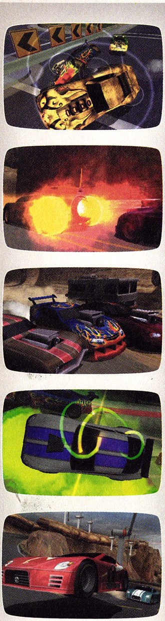
PlayStation.2



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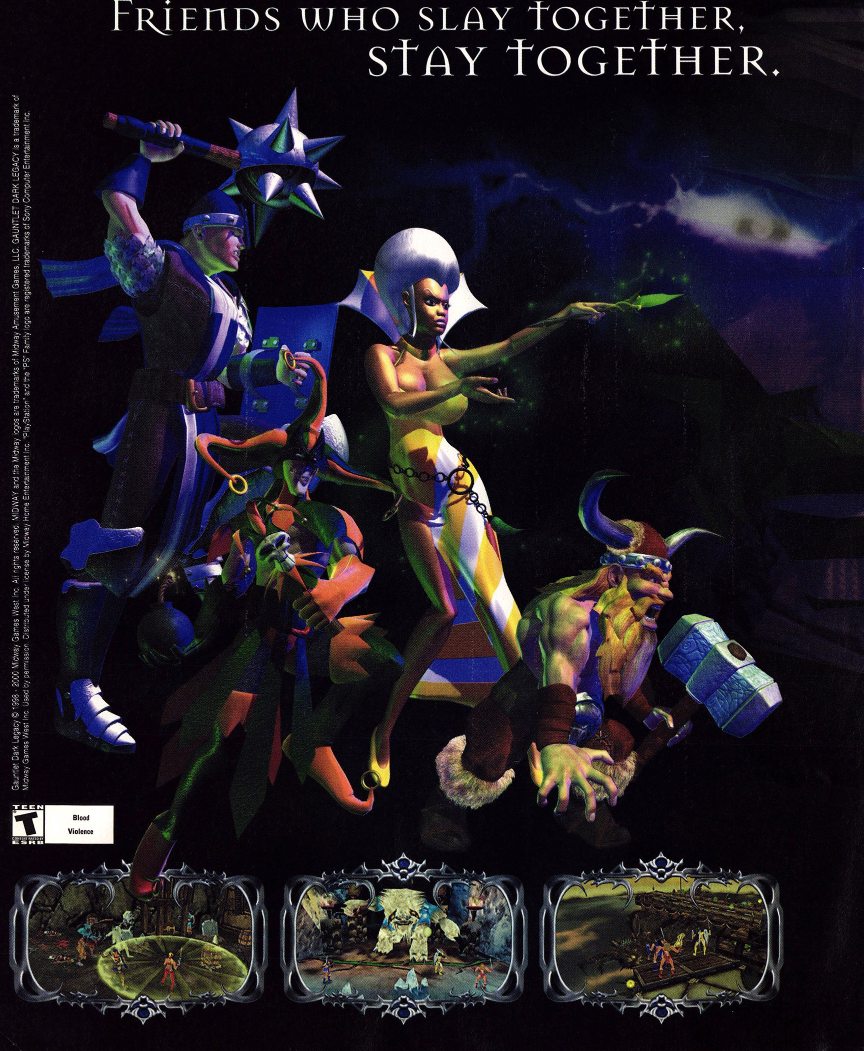
FRIENDS WHO SLAY TOGETHER,
STAY TOGETHER.
TEEN
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Blood
Violence

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PlayStation 2

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DARK LEGACY
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OFFICIAL U.S. PlayStation MAGAZINE

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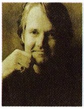
A reporter, presenter, Web designer and producer for Canadian TV show *Electric Playground*, Zoe is also a popular figure in the games industry. This month she tackles her namesake, Z.O.E. www.elecplay.com

MATT HALL
The man responsible for the incredible Medal of Honor artwork put together a special piece for our cover this month. For more examples check out the images on the game's Web site. moh.ea.com

PENNY ARCADE
They make us laugh. Hopefully they make you laugh too. Check out their Web site and consider plopping down the cash for their forthcoming book. It's about gaming, and it's funny. www.penny-arcade.com



GROVE PASHLEY
Our photographer for the Medal of Honor feature has worked on pieces for *The Hollywood Reporter* as well as movie posters including *From Dusk Till Dawn*. Check out his Web site for some unusual photos of rats. www.grovepashley.org

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Baldur's Gate: Dark Alliance
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FRONTLINE
13 GREAT DEMOS
Including: Metal Gear Solid • Ape Escape • Legacy of Kain: Soul Reaver • Syphon Filter 2 • Medievil II • Red Faction • The Legend of Dragoon

MEDAL OF HONOR FRONTLINE • 86

The critically acclaimed WWII game series, originally conceived by none other than Steven Spielberg, takes its first steps onto PS2. Exclusive report.

CRAZY TAXI • 54

Sega's spectacularly popular game is one of the first titles to emerge as a result of Sega's diversification. We bring you an exclusive first hands-on report of the game, along with news of other Sega titles coming to the PS2.

WWF SMACKDOWN! 3 • 26

Clearly you all love SmackDown! 2, as it's been near the top of the charts for months and months now. Those of you looking forward to a PS2 version don't have long to wait.

TOYING AROUND • 34

The new Metal Gear Solid 2 toys are announced (and each comes with a piece of Ray...how cool is that?). Plus, goodies on the action figures for both of the year's big video-game movies.

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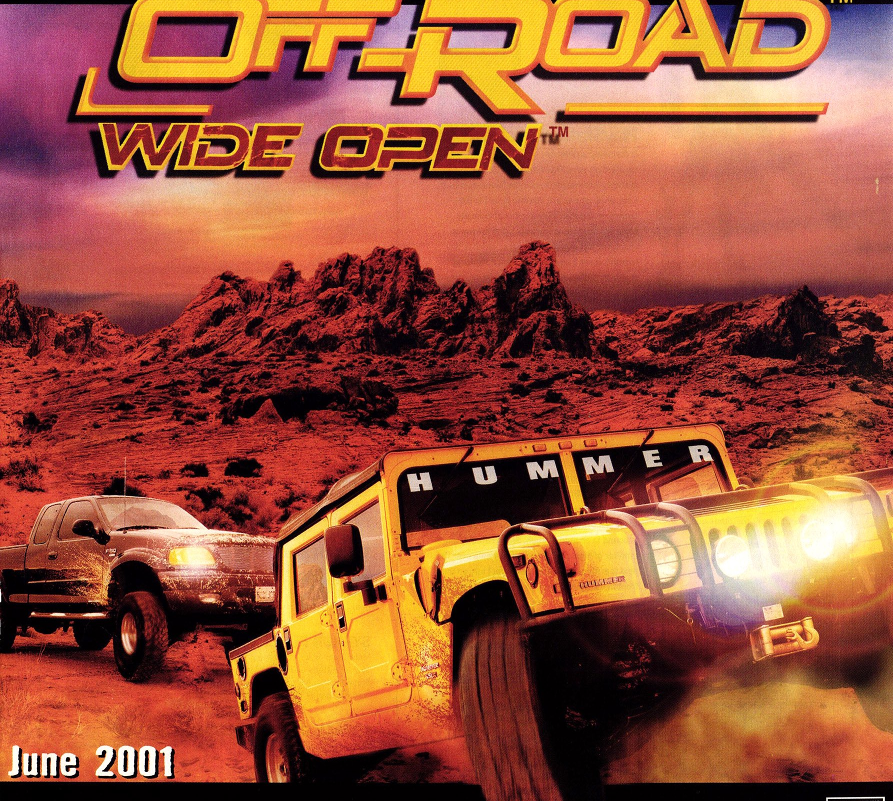

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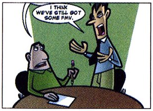
This month we bring you 13, yes 13, demos of some true classics.

Input • 22
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

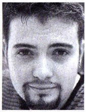
Spin • 26
Packed to the rafters, this month's Spin includes motocross lunatic Ricky Carmichael, baseball news, an exclusive report on Sega and Acclaim's upcoming joint effort on Crazy Taxi, plus all the other goodies we normally cram in there. DVD and music reviews, movie news, gaming gossip and a really big picture of The Rock with his shirt off.

Top Secrets • 106
Goodies on Fear Effect 2, Star Wars Starfighter and an awful lot more.

P.S. • 119
Irreverent, silly, amusing stuff from the world of PlayStation.


I THINK WE'VE STILL GOT SOME FMV.

Video Games Have Ratings, Just Like Movies
The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.



John Davison
Editor in Chief

PlayStation 2

is definitely picking up momentum now. There are systems more readily available in stores (about time, eh?), games are starting to sell in big numbers, and the really good stuff is finally here. We have some fantastic titles for you to check out this month, not least of which is this month's cover game, DreamWorks' Medal of Honor Frontline. Although it's extremely early in this game's development cycle, the plans they have for Frontline are absolutely incredible.

It was only a matter of time before the emphasis shifted, and if you look at our coverage this month you'll notice that the majority of titles we're featuring are PS2 products. This balance certainly isn't premeditated on our part, and I'd hate for anyone to think we're neglecting what could be accused of being the "less glamorous" PS one. We'll endeavor to bring you every scrap of information on every game we can find for both systems—and right now, it seems that PS one games are a bit thin on the ground. What little new stuff we do have kicking around at the moment is mostly, well, um, crap. At least it's mostly cheap crap though, eh? This is bound to change, though, as we're expecting a number of high-profile announcements over the next few months. There's some cool info on this front in the Spin section, just in case you're looking for more reassurance.

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TEEN RATING
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MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
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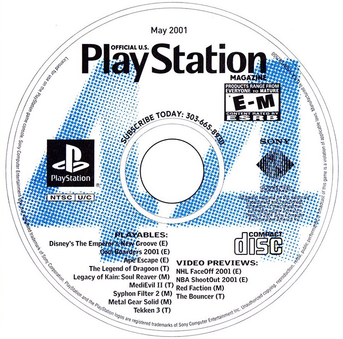
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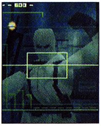


METAL GEAR SOLID **MATURE**
This month's demo disc is full of several favorites of years past, as well as a few previews of upcoming PS2 games. The highlight? The espionage classic Metal Gear Solid. It's the perfect thing to tide you over until you can get a hold of the MGS2 demo now available with Z.O.E.

APE ESCAPE **EVERYONE**
In 1999, Spike's attempts to corral a slew of misfit primates hiding out throughout the timestream turned out to be one of the most innovative uses for the Dual Shock controller ever produced. Some might argue it *still* makes the best use of the device. Give it a try and see for yourself.

TEKKEN 3 **TEEN**
Namco's flagship 3D fighting-game series shows off its prestige with the final Tekken game released for PS one. You know the drill: Choose a fighter, hop into the ring (well, actually just about any place *but* a ring), and beat the crap out of your opponents. Fine video gaming, for sure.

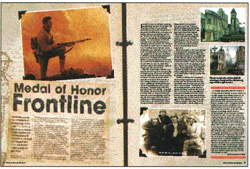
SYPHON FILTER 2 **MATURE**
Metal Gear Solid may have the coolest action hero ever in Solid Snake, but Syphon Filter's Gabe Logan ain't a bad runner-up. Take a shot at putting Gabe through his paces in our demo from the now-classic series. Does it hold up against Metal Gear? You be the judge!

LEGACY OF KAIN: SOUL REAVER **TEEN**
With Soul Reaver 2 due out...well, whenever Eidos chooses to release it, what better way to psych yourself up than to refamiliarize yourself with Raziel's quest for revenge against Kain? Set foot in Nosgoth for plenty of vampiric action that most certainly doesn't suck.

PS2 VIDEO PREVIEWS
Square's The Bouncer is one fine-looking game. Don't believe us? Then just check out the video preview included on this disc. Also, THQ's Red Faction looks to be one of the coolest first-person shooters ever. Plus, check out NBA ShootOut 2001 and NHL FaceOff 2001.

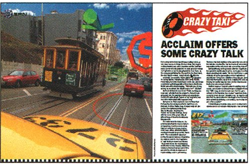
Other playable PS one demos: The Emperor's New Groove, Cool Boarders 2001, The Legend of Dragoon and MediEvil II.

SPECIAL FEATURES


Medal of Honor Frontline

MEDAL OF HONOR FRONTLINE • 86

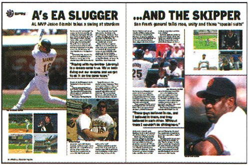
DreamWorks' Medal of Honor series may be some of the finest action games on the PS one, but the development team is set to up the ante with their PS2 incarnation. Now that they've got the power of Sony's next-gen system, they're creating a whole new experience. War may be hell, but this game is sure to be heavenly.


CRAZY TAXI

ACCLAIM OFFERS SOME CRAZY TALK

CRAZY TAXI • 54

The first Sega game to hit your PS2 will actually be released by Acclaim. But does Crazy Taxi have what it takes to succeed on Sony's system? We talked to the in-house developer porting the game and even spent a good amount of time with our exclusive, first-ever playable in America. Also, find out what other Sega games are being ported by Acclaim.


A's EA SLUGGER

...AND THE SKIPPER

TRIPLE PLAY BOYS • 38

Baseball season is on, so we had a chat with last year's AL Most Valuable Player, Oakland A's slugger Jason Giambi, and San Francisco Giants Manager of the Year Dusty Baker. Find out about their involvement with EA Sports' Triple Play Baseball, and discover what makes them tick.

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TEEN

T

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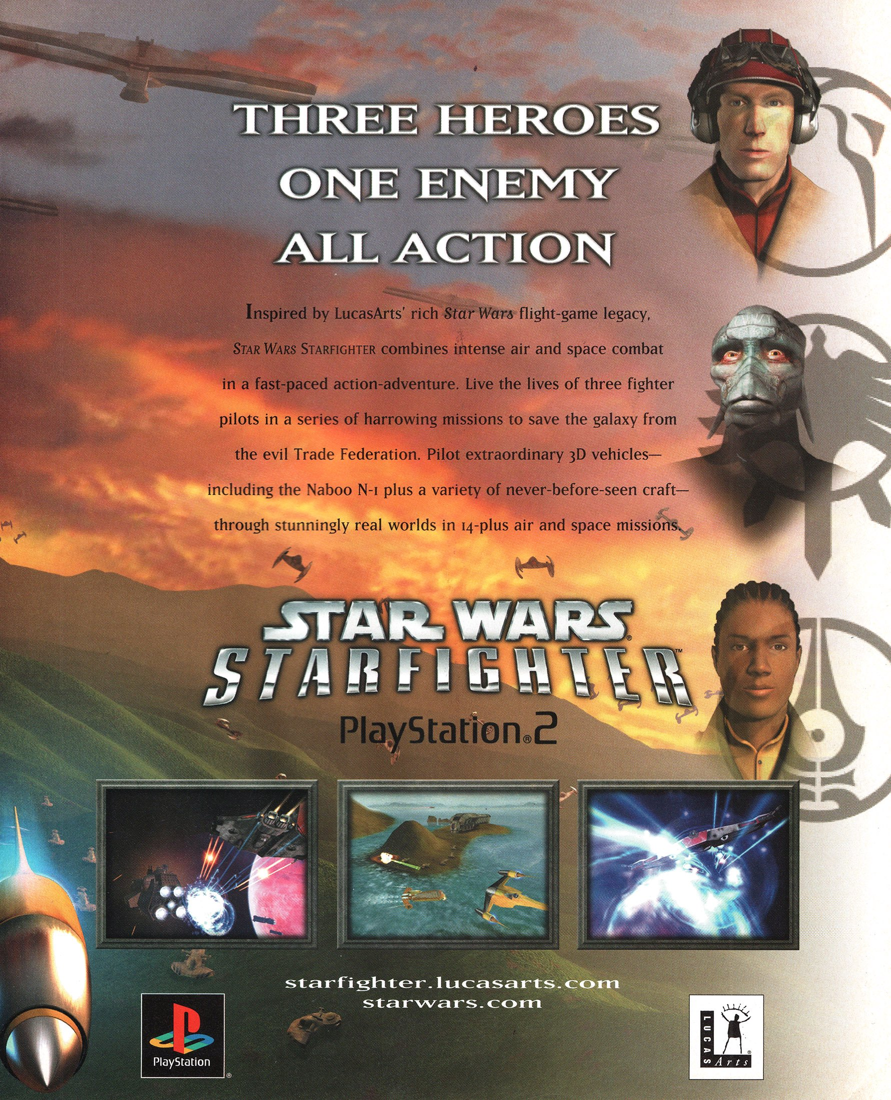

THREE HEROES
ONE ENEMY
ALL ACTION

Inspired by LucasArts' rich *Star Wars* flight-game legacy, *Star Wars* Starfighter combines intense air and space combat in a fast-paced action-adventure. Live the lives of three fighter pilots in a series of harrowing missions to save the galaxy from the evil Trade Federation. Pilot extraordinary 3D vehicles—including the Naboo N-1 plus a variety of never-before-seen craft—through stunningly real worlds in 14-plus air and space missions.

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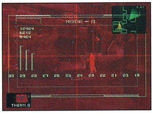
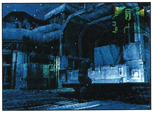
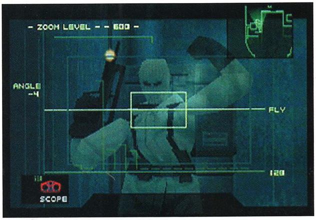
The Essential Playables

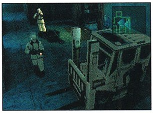
We here at the *Official U.S. PlayStation Magazine* are fans of progress. The PlayStation 2 has proven (or will shortly prove) that it's a good time to be a video-game fan. We keep getting more polygons, frames per second, and channels of sound—and that's on top of the fresh and innovative gameplay that makes great use of all the bells and whistles. But sometimes when you get caught up in the trillions-of-polygons per second and Super-Deluxe Dolby Digital 14.3 channel sound, it's easy to forget what got you there in the first place. That's why this month we've assembled a disc chock-full o' original PlayStation goodness—some of *OPM*'s "classic" demos, if you will. Go ahead and play your SSX and Starfighter. Keep drooling in anticipation of Gran Turismo 3. Just don't forget the first time you saw Metal Gear Rex standing ominously silent in that hangar. Sooner than you think, these games will be part of the old school. Get in on the ground floor while you still can...

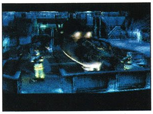
Metal Gear Solid











Metal Gear Solid. The game that made Hideo Kojima a household name in living rooms across America. Quite possibly the PlayStation's best game ever—MGS is a near-perfect mix of gameplay, graphics and cinematic storytelling. Officially debuted to the gaming world at the 1997 Electronics Entertainment Expo in Atlanta, MGS was the first game that made the idea of a non-playable "best game of show" conceivable (the debate over that hot issue rages on today, thanks in part to MGS2 at E3 2000).

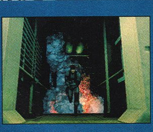
The name of the game is stealth—avoidance is preferable to confrontation, and gamers who play wisely will be more successful than those who go in both guns blazing. Get familiar with the guard search patterns and fields of vision. Learn the right time to use a particular weapon or item, and always consult your support staff using the CODEC. These are the keys to success in Metal Gear Solid. Patience is more than a virtue—it will keep you alive. And if you want a real challenge, play without using the radar.

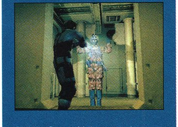
Later on down the road, when the world reflects upon the impact of the PS one, there will be only a handful out of the hundreds of games that defined the PlayStation as a platform. Metal Gear Solid is surely one of those games.

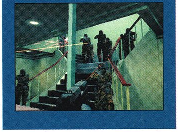
MATURE M CONTENT RATED BY ESRB

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: KCEJ • PUBLISHER: KONAMI • GENRE: ACTION

MGS 2







It would seem only right that we talk a little about the next installment of the Metal Gear story, set to hit the PlayStation 2 later this year. If you got our last issue (and if you didn't, shame on you), you should have read our interview with series creator and director Hideo Kojima. Kojima said that it would be wise for anyone anticipating Metal Gear Solid 2: Sons of Liberty to play through the first game. We couldn't agree more. Having an adequate knowledge of the characters and events of the first Metal Gear will undoubtedly make the experience of playing through the sequel all the more special. MGS is a Greatest Hits (read: cheap) title—get it now.

Cool Boarders 2001

We can't help sensing some strange déja vu in this column for some reason. Almost like we've been here before...playing the very same lackluster snowboarding game...odd. It's you versus gravity in this 989 Studios snowboarding title. Avoid the trees, make it to the bottom of the hill, and win a prize: the end of the demo!

This game is totally radical, man. Radical, dude.

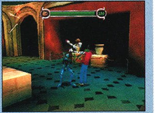
EVERYONE E CONTENT RATED BY ESRB

△ RAILSLIDE	L1 PUNCH
□ TWEAK	L2 SLOW
○ FLIP	R1 PUNCH
✕ JUMP	R2 SPECIAL

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: 989 STUDIOS • PUBLISHER: SONY CEA • GENRE: SPORTS

MediEvil 2

MediEvil 2 was a sleeper hit, and for good reason. A spooky Victorian England is the setting for the adventures of the recently deceased Sir Dan. Dan can now use his detachable appendages (no, not *every* appendage) to help him along his journey. And if you like MediEvil 2, be sure to also give the first MediEvil a try.



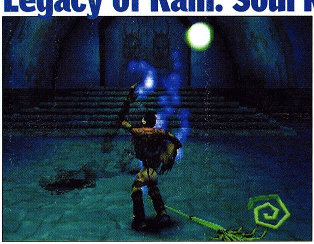
He's a killer, but most of his victims are already dead, so it's OK.

TEEN T CONTENT RATED BY ESRB

△ DEFEND	L1 TOGGLE TARGET
□ SPECIAL	L2 ROTATE CAMERA
○ JUMP	R1 STRAFE
✕ ATTACK	R2 ROTATE CAMERA

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: SONY EUROPE • PUBLISHER: SCEA • GENRE: ACTION

Legacy of Kain: Soul Reaver



The vampire mythos is quite the resilient and versatile subject for entertainment products: the classic horror films (*Dracula*), blaxploitation (*Blackula*), parody (*Dead and Loving It*), *Buffy the Vampire Slayer* (which cleverly combines all sorts of genres into one), and video games (Castlevania). This 1999 offering from Crystal Dynamics is set hundreds of years after the events of Blood Omen: Legacy of Kain. A vampire named Raziel is on a quest to defeat and overthrow the regime of the now-evil Kain, who is ruling the world of Nosgoth with a less-than-benevolent domestic policy. He does this by traveling between the material world and the spirit realm—a concept that provides the basis for some challenging 3D puzzles. As soon as you defeat an enemy, press the Square button to inhale the remaining soul; this regenerates your health and helps you transport yourself back to the material world.

Soul Reaver was a huge hit on the PlayStation, with impressive graphics and a great story. It's definitely worth checking out. Caveat emptor: If you do decide to buy Legacy of Kain: Soul Reaver, don't set your expectations too high for the ending. This is only the first chapter of a two-part story, culminating in the PlayStation 2 release of Soul Reaver 2 (see sidebar).

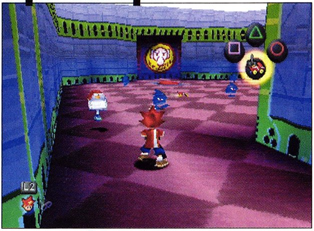
MATURE M CONTENT RATED BY ESRB

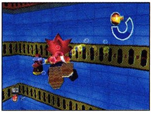
PLAYERS: 1 • AVAILABILITY: NOW •
DEVELOPER: CRYSTAL DYNAMICS •
PUBLISHER: EIDOS •
GENRE: ADVENTURE

Chapter 2

Crystal Dynamics is currently hard at work on the third game in the Kain series and second installment of the Soul Reaver saga. The story picks up right where the first game ended, with Raziel pursuing Kain back in time. You'll have to travel back and forth between past and future Nosgoth, meaning you'll have to contend with two versions of Kain. You can also look forward to even more moody PS2 vampire action, as Crystal will also be releasing the next chapter in the Blood Omen saga (see Spin for more on this one).

Ape Escape





Scientists have yet to discover an animal that's funnier than monkeys. Maybe we laugh because of their close resemblance to our own human weaknesses and clumsiness. Or maybe it's because they fling poop at each other. Regardless, monkeys (despite the "Ape" in Ape Escape) are the theme of the first PlayStation game to *require* the use of the Dual Shock controller. The main draw of the game (aside from the monkeys) are the cool gadgets at your disposal. Your arsenal consists of a Star Wars-esque lightsword, underwater net-shooter (think James Bond in *Thunderball*), monkey-seeking radar, and the coolest use of a remote-control car since R.C. Pro-Am. Use the left analog stick for movement and the right analog stick for your gadgets, which are set using the four standard buttons. To increase your chances at catching a monkey, press the right stick in (a.k.a. R3) to slowly creep up on him and take him by surprise. Breeze through the first level and catch the dumb monkeys just wandering aimlessly, then head on over to the training room to play with the different gadgets. Ape Escape was one of PS one's best platformers, proving that an original idea can triumph over generic movie licenses.

EVERYONE E CONTENT RATED BY ESRB

PLAYERS: 1 • AVAILABILITY: NOW •
DEVELOPER: SCEI • PUBLISHER: SCEA •
GENRE: ACTION

The Legend of Dragoon

The Legend of Dragoon was released last year to solid reviews, proving that Sony has what it takes to hold its own with the likes of RPG powerhouse Squaresoft. This title is reminiscent of the Final Fantasy series—obviously a good thing—but with an innovative battle system. Help Dart and friends fight evil and uncover his mysterious past.

A well-pressed push of the Square button adds power.

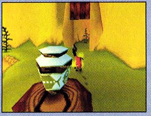
TEEN T CONTENT RATED BY ESRB

△	MENU	L1	ROTATE AREA
☐	TIMED HIT	L2	SWITCH SCREEN
○	CANCEL	R1	ROTATE AREA
✕	SELECT	R2	SWITCH SCREEN

PLAYERS: 1 • AVAILABILITY: NOW •
DEVELOPER: SCEI • PUBLISHER: SCEA •
GENRE: RPG

The Emperor's New Groove

An angry David Spade called *OPM* demanding we put Disney's The Emperor's New Groove (how's that for possessive?) on this month's disc. We told him that we just had it a few months ago, and that the movie has been out of theaters for a while, but then he threatened to do his Gap girl impression from *Saturday Night Live*. Needless to say, we caved.



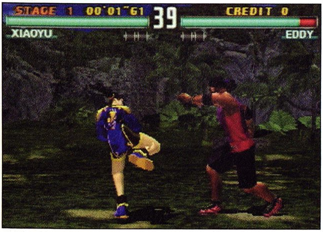
From Hollywood Minute to talking llama. Step up or down?

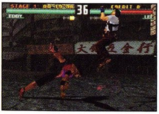
EVERYONE E CONTENT RATED BY ESRB

△	VIEW	L1	ROTATE CAMERA
☐	CHARGE	L2	NOT USED
○	KICK	R1	ROTATE CAMERA
✕	JUMP	R2	NOT USED

PLAYERS: 1 • AVAILABILITY: NOW •
DEVELOPER: ARGONAUT • PUBLISHER:
SCEA • GENRE: ACTION

Tekken 3





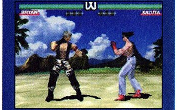
If you take a look at the sales charts from 1998, you'd find Tekken 3 near the top of the list. If you take a look at the sales charts from 2001, you'd find Tekken 3 still hanging on. Sure, one might say that's because of its Greatest Hits status and reduced price, but it's rare to see a game have such a tremendous staying power in this attention span–deprived industry. This speaks volumes about the job Namco did porting the arcade version of Tekken 3 to the less-powerful PS one hardware. Despite the absence of true 3D backgrounds, the port was nearly arcade-perfect—much to the delight of the millions and millions of Tekken fans.

There are only two selectable fighters in the demo version, Eddy and Xiaoyu. Luckily, random opponents are selected from the entire pool of fighters, so even if you can't play as them, you can still get a somewhat decent feel for their fighting styles. Moves are of the half-circle/quarter-circle, button-button-button variety. Experiment with different button combinations and directions to build your repertoire.

While we're not really sure when Tekken 3 will stop selling, we have no problem seeing it on the charts month after month after month. After all, there are 70 million (and still counting) PlayStations out there...

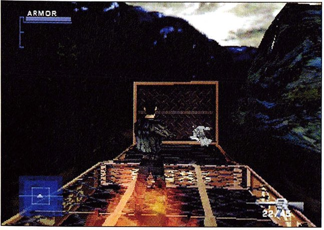
PLAYERS: 1-2 • AVAILABILITY: NOW • DEVELOPER: NAMCO • PUBLISHER: NAMCO • GENRE: FIGHTING

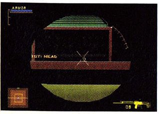
Kazuya?



The video-game publishing industry has been notorious for its April Fool's Day jokes (or attempts thereof). Back when Tekken 3 was released in the spring of 1998, Gaming Age (www.gaming-age.com) doctored a screenshot of Tekken 3 that featured Tekken 2 boss Kazuya as a playable character. This clever ruse generated volumes of mail asking how such a code was activated, despite numerous disclaimers that it wasn't possible. Years later, every once in a while someone will inquire about it. Now that's forgery!

Syphon Filter 2





The original Syphon Filter was an unfortunate occupant of the giant shadow cast upon the 1998–1999 gaming scene by Metal Gear Solid. Many gamers actually preferred playing as Gabe instead of Solid Snake, and the game garnered favorable reviews from the majority of publications. As is the nature of games that do well, a sequel to Syphon Filter was produced just last year.

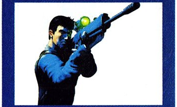
Syphon Filter 2 picks up immediately after the conclusion of the first game. We'll avoid spoiling the end of the first one, but let's just say Gabe & Co. now have to battle with a new and altogether unexpected enemy.

The train level serves as our demonstration, and it's a bit tricky to navigate. In order to jump the gaps in between the train cars, you have to run right at them, and the jump is made automatically. Better to work on taking out the enemy soldiers from afar (use the zoom mode on the sniper rifle) before trying to make disorienting jumps. Try to keep away from the edge of the cars. Falling off of a moving train: bad idea.

The story may be somewhat more confusing than the original, but Syphon Filter 2 remains a solid sequel nonetheless. If you like this one, try to find the original as well—a used copy will set you back a mere few bucks. A good deal, if you ask us.

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: EIDETIC • PUBLISHER: SCEA • GENRE: ACTION

Filter 3?



Nothing has been announced yet about a possible PS2 incarnation of Syphon Filter, but we'd say it's a pretty safe bet Gabe will get a makeover sometime down the road. The game has established a fairly large fan following, and it would be wise for Sony to keep building on its good brand names. Solid Snake may be the biggest action hero on the PlayStation, but there's still room for Gabe. While there's no shortage of action games on the PS2, a quality franchise like Syphon Filter will have no problem standing out among the rest.

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Wearing the Lo Walkabout
Circa 1986

MARC ECKŌ FOOTWEAR
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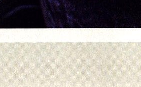
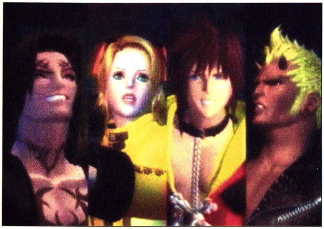
Navy


Black

Gold *not available

Sky Blue

The Bouncer

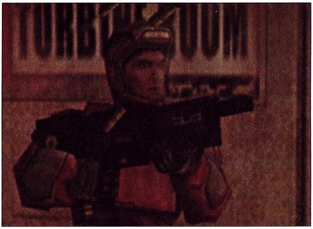


It seems that one of the PS2's most anticipated titles turns out to be one of the most disappointing so far. Not that it's an awful game or anything (it really isn't)—it's just that expectations were unrealistically high for Square's first PS2 effort. The blame for that is shared among all participants, but in the end Square could have been a little more forthcoming about the actual details of the gameplay, rather than perpetually showing the cutscenes and saying nothing more than "Play the Action Movie." Turns out more along the lines of "Watch the Action Game."

We reviewed The Bouncer a couple of issues ago, but if you're looking for the lowdown, here's the gist of it: watered-down gameplay with fantastic audio-visuals and an entertaining four-player battle mode. The Bouncer may be just empty calories, but a little indulgence now and then never really hurt anybody. It's out in stores right this very moment. Go try it for yourself.

PLAYERS: 1-4 • AVAILABILITY: NOW • DEVELOPER: SQUARE • PUBLISHER: SQUARE •GENRE: ACTION

Red Faction

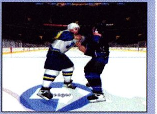


First-person shooter fans who are getting tired of TimeSplitters and Unreal Tournament (and the seemingly hundreds of FPSes on the PC) can now look forward to Red Faction, being developed by Volition and set for release in May. War is waged in the 20 or so different levels set on Mars (hence the "Red"). Multiplayer fans rejoice: There's also a level editor for customized mayhem. And what would an FPS be without an arsenal of original and creative weaponry? (There's no real answer to that, but we imagine it'd be something along the lines of the notoriously crappy Extreme Paintbrawl.) Red Faction allows you to control five different classes of vehicles, which in turn can be used to destroy pretty much anything found within the game's levels. We've got a nice, juicy bunch of screens and info in this month's Previews section, so if this video piques your interest, then be sure to mosey on over there afterward. We've got high hopes for this one, and it's easy to see why.

PLAYERS: 1-4 • AVAILABILITY: MAY • DEVELOPER: VOLITION • PUBLISHER: THQ • GENRE: ACTION

NHL FaceOff 2001

989 Sports has a lot of work to do in the offseason, if this year's PlayStation 2 sports offerings are any indication of the current state of affairs over at the beleaguered development house. The first PS2 installment of FaceOff looks competent enough, but it's just not nearly as impressive as EA's NHL series. Here's hoping 2002 sees a rebirth of the 989 Sports product line.



The EA vs. 989 battle continues on the PlayStation 2.

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: 989 SPORTS• PUBLISHER: SCEA • GENRE: SPORTS

NBA ShootOut 2001

From the ice to the notably less-slippery hardwood, 989's first PlayStation 2 pro basketball game features all the NBA teams, all the players, and all the rules. Imagine that! Unfortunately, there's no franchise mode here—you'll have to look to EA's NBA Live 2001 if running the show is your bag. Not a particularly bad game, just nothing spectacular considering the competition out there.

The NBA: It's overpaid crybaby millionaire-*tastic!*

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: 989 SPORTS• PUBLISHER: SCEA • GENRE: SPORTS

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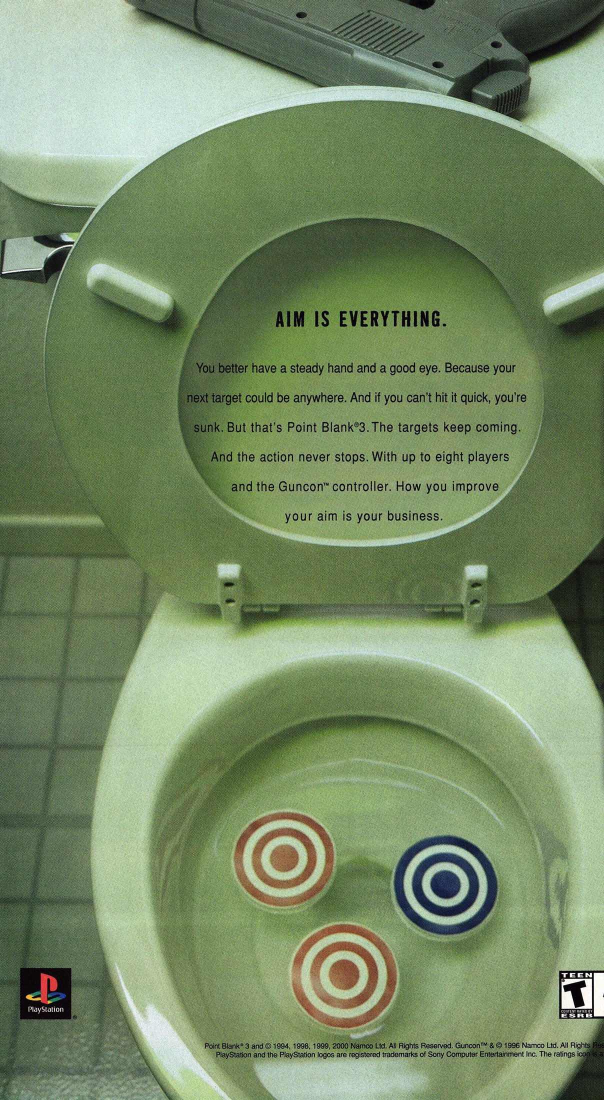

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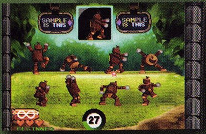

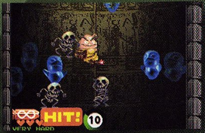

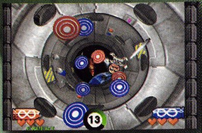

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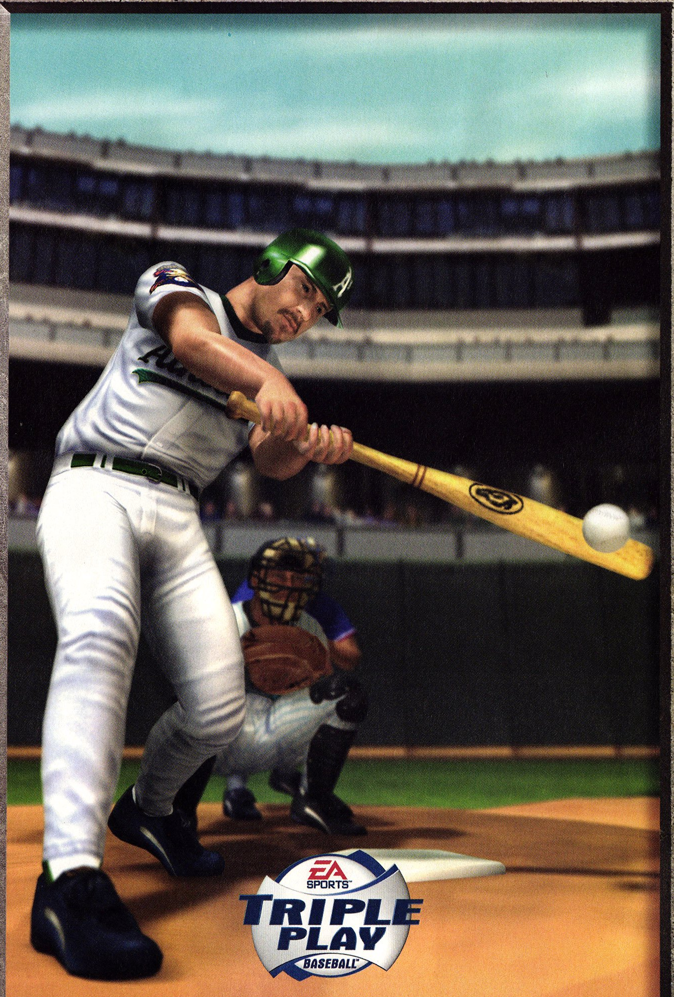

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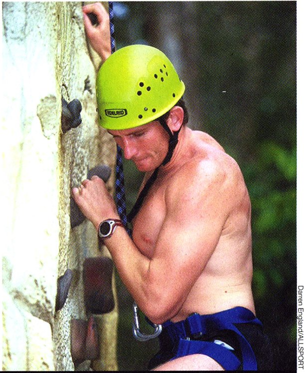
Darren England/ALLSPORT

Letter of the month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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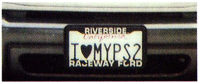
PS2 Hard Driver

I'm an avid reader of your magazine and a proud PlayStation 2 owner. So proud, in fact, that I went out and got some personalized license plates to scream to the world what a geek...uh...did I say that out loud? What I meant is, what an avid gamer I am! Here's a picture of my Ford Explorer sporting my message to the masses.



Arnold Tijerina
Moreno Valley, CA

Sounding Off on Soundtracks

Xenogears! Xenogears! Xenogears! How could you leave out the Xenogears soundtrack? I mean, you at least have Chrono Cross—another of Yasunori Mitsuda's fine works—but Xenogears' music is just beyond compare, especially on the *Creid* album. Well, there's my gripe. Love the mag as always. Peace.

Jacob Jonker
jakob_j@netzero.net

You guys didn't mention a single Web site that sells anime as a possible place to buy a game soundtrack! Most sites I've found that sell anime sell game soundtracks too. Animecastle.com—a personal favorite of mine—has lots of the more recent and popular game soundtracks. I've gotten Brave Fencer Musashi, Chrono Cross, Final Fantasy IX and Xenogears off of their site, and why wouldn't I? They have insanely cheap prices!

By the way, since you said, "And for all our hardcore readers out there, go ahead and tell us about your favorite soundtrack that 'somehow' was left off the list," I will. Brave Fencer Musashi! It may all be synthesized, but the credit music is fabulous! Heck, when I first finished the game, I did it three times just so I could record it onto a tape using a boom box placed in front of the TV, with crappy air noise and static, just to listen to the music!

Quinn Palmer
quip75@hotmail.com

We were pleasantly surprised by the number of responses to our game soundtracks page (*OPM* 42). Seems more of you dig game music than we suspected. If we had room for just one more soundtrack on our list, we would have included Xenogears, which a good many of you agreed was missing. We were going for diversity here, though, and we preferred Mitsuda's Chrono Cross soundtrack, so we featured that one instead. As for buying soundtracks on anime sites, that's a great idea, but a word of caution: Many sites (including Animecastle.com) sell gray-market soundtracks—sometimes referred to as SM or Son May tracks. While the music tracks are generally the same as the legit ones, the packaging is often lower quality, with many of the extras missing.

SPEED CLIMBING: XTREME

I'm a 13-year-old kid who loves to rock climb. I love other sports, but I like rock climbing the most.

A few days ago I was reading the March issue of *OPM* and was very interested in the EA Sports: BIG article. I was reading about EA's upcoming games—SSX: DVD, NBA Street and Sled Storm 2—and was very pleased with what they look like (even though I don't play b-ball). However, I was thinking, "Well, these are 'Extreme Sports,' but there are some others that would make a good game." And I came up with...a rock-climbing game. I know that it SOUNDS like it would be boring, but the more I thought about it, the more I "created" and made it more interesting. And I came up with the complete opposite of boring. It would be nonstop action, like SSX.

I thought that my new game would be similar to SSX. The name of the game would be something like "Speed Climbing: Xtreme" and would be exactly like the name. I decided that just rock climbing would become boring, but then I thought, well, it could be a combo of racing, rock climbing and a bit of snowboarding. The game would center around racing. It would be speed-climbing racing. Your character has special shoes that have crampons on the bottom (spikes), and they can retract for regular rock climbing, and they can become flat, so you can "surf" down any surface. In levels you would have to climb challenging rock faces, but it would be fun because you would gain power-ups by doing awesome moves, which could make you faster, and you would be able to do much more insane moves. After you get by the rock face—which would have obstacles, opponents to race, etc.—you would come to the top of the rock face. Now, you have to retract your spikes and slide down through a tough series of obstacles, and do moves for extra power-ups.

I know that this is nothing more than a childhood dream, but I thought that I would just let you guys know, for some bizarre reason. I hope that you somewhat understood what I said. Thank you very much for your time.

Wolffish18@aol.com

We get letters like this every now and then with some intriguing game ideas. Which got us thinking: Why not run a regular feature showcasing your ideas for games? And now that we've got our P.S. page up and running, we have the perfect place to put it! Can you top this one? We want everything from the legit to the weird and wacky, and we want plenty of details. Send us your proposals—mark your letter or e-mail "GAME IDEA"—and you just might see them in print in future issues!

Coveting Crash Carnival

I was just wondering: In issue 42, page 52 (the Top 10 Charts), under "Japan's Top 10 PS and PS2 Games," I saw a game called Crash Bandicoot Carnival at No. 3! What the hell? Another Crash game? I thought he was history! I am a huge Crash fan and I don't care how crappy it is—I want to get my hands on it Oh, and please don't tell me it's one of those "Japan-only things." My @$$. I'm tired of that.

"Joe Canada"
skate_snow2000@hotmail.com

Don't get your knickers in a twist. Crash Bandicoot Carnival is the Japanese name for Crash Bash. And Crash himself is far from history. While Naughty Dog is no longer associated with the mighty bandicoot, Universal will continue to release Crash games for multiple systems. Don't believe us? Check out our preview for yourself, on page 66. By the way, interesting name you've got there—any relation to Joe Mama?

Rayman's Real Rating?

I am a gamer on a fixed budget. Therefore, I only get your five-disc-rated games. Recently I bought SSX and TimeSplitters, and they rocked. However, I needed a new game fast. Therefore, I bought your five-disc-rated game Rayman 2: Revolution. My friends and I fell in love with this game and we named it one of the best games ever. However, I noticed that in your review Gary Steinman said, "Only a few minor quibbles keep this one from a perfect score." Plus,

the score wasn't colored red, like other five-disc scores. I am guessing that the game didn't really receive a five. However, I demand that you leave the five score. THE GAME IS UNBELIEVABLE!!!!!! If you meant for it to be a perfect score, then nice choice. But if you didn't, change it back!!
Hmn316@cs.com

Shake those bees out of your bonnet, "Hmn." We did in fact give Rayman 2 a five-disc score. But you were right in noticing the inconsistency in the text and disc color. That's because we changed the score from 4 1/2 to five at the last minute—and due to the heat of deadline, we forgot to update the text. So why the change? Every review is edited by both Joe Rybicki (reviews editor) and John Davison (editor in chief). After careful reading, along with some play time by all three staffers involved, we decided that Rayman's few flaws aren't enough to hold it back from receiving our highest rating. It's that good of a game. Glad you love it, too!

Game Therapy

My wife and I have been married for six years. She's a few years older than I, and has a granddaughter who's 10 years old now. Her name is Tina. Tina was born with cerebral palsy; as a result she has little motor control and can't walk. She's very bright and speaks clearly. Unfortunately she has extreme muscle spasms that tighten her whole left side, including her arm and hand, making it difficult to use, to eat or to play games with. She has 85–95 percent use of her right side, which allows her to drive her electric wheelchair and write with. I'm sometimes guilty of underestimating what this amazing little girl can do—as you'll soon see.

A few years ago we received a PlayStation and a few games from my stepson, including Tekken 3. It had been a while since I'd played a console game, but after a few hours of Tekken 3 I was hooked. Shortly after, Tina moved in with us. She used to watch me play all the time. I didn't think she'd be able to play, until one day I gave her the controller and she won her first two rounds. Now she plays all the time. Plus, the button-pushing combinations help increase her motor control.

Then one day she surprised me. The fact that she can play is one thing, but she actually BEAT Tekken 3. I was amazed. Now she knows a good number of moves for each character, even some of their special moves. I play her from time to time, but I get tired of losing, especially when she starts with 100% life and I start with 140%.

I have enclosed pictures of the day she beat Tekken 3.

We are currently looking for a controller better suited to her abilities. I've looked into it, but there just doesn't seem to be a "market" for that type of equipment.

I just want everyone to remember one thing: Never underestimate anyone's capability, regardless of their disability.
Rich Marcotte
E-mail address withheld by request

What a great story. We're delighted that you not only enjoy playing games with your granddaughter, but that these games even qualify as a type of therapy for her. As for specialized controls, an arcade stick might be worth a look. Try Blaze's excellent Pro Shock Arcade stick for starters.

Seeking Quarters

I have created a new Web site called 1981 Quarters. I am collecting as many 1981 quarters as I can in order to break a Guinness World Record. I chose 1981 because it is the year that I was born. Please take a couple of minutes of your time to visit my new Web site: www.1981quarters.homestead.com. There are no ads or annoying pop-ups, either.
Matt Dills
everythingplaystation2@yahoo.com

We know this has absolutely nothing to do with the PlayStation or our magazine. But we ask everyone to open their hearts and contribute to Mr. Dills' great mission in life.

QUESTION OF THE MOMENT

This month you tell us which Sega games you're dying to see on the PlayStation. Next month, tell us if you think the Medal of Honor series is in danger of being diluted. E-mail your thoughts to OPM@ziffdavis.com. Mark your notes MOH.

I want Crazy Taxi on PS2! I played it in an arcade, and it was hella sick.
Kelsey Ferl
kferl@yahoo.com

On the PS2 I would definitely look into getting NFL 2K and Shenmue.
John Boreyko
jboreyko@intrex.net

Streets of Rage! That would kick some serious hardcore butt!
Avi Goldberg
Brooklyn, NY

AXL'S

BR~~[illegible]~~S CORNER

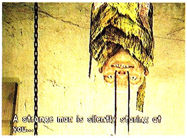
Reuters

How dare you still not mention the return of Guns N' Roses (well, Axl Rose and Dizzy's band) in your Spin section yet you always run pictures of little girl Britney Spears! How old are you writers? What type of people are reviewing my PlayStation games?!
PSPoWeR@aol.com

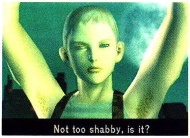
The type of people who would rather see a pic of a beautiful girl instead of a bloated, washed-up has-been.

Screen Caption Contest

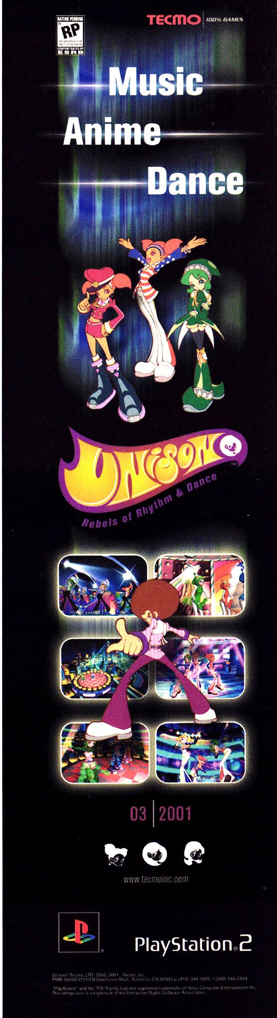
Every month we run a pic, and it's your job to come up with a witty caption. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new picture, from Metal Gear Solid 2, should be easy enough.



WINNER!
"Confucius says, 'Get me the $#%@ down!'"
Bobby Stillwell, Great Falls, MT



NEXT MONTH
Think of something that'll make us chuckle knowingly, and you'll be our next winner.



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Model Gamer

I started modeling when I was two years old back home in Denmark. From there, I moved to Barrow, Alaska, where I got an Atari when I was around 12. Obviously, it was very exciting (I beg to differ now!), and I spent hours playing Tank, Pong and Missile Command. By the time Pac-Man finally came as a cartridge, I had lost interest in the whole Atari thing, and was back in the arcades.

In fact, when I was 16 and on vacation in Hawaii, I was picked out in an arcade by a fashion photographer. I told him I would call him AFTER I was done with my game playing. (We can see where my priorities lie.)

> "I got [a PS2] as a present last month, and have been on that like a mole on Cindy Crawford!"

After that I moved to Los Angeles, where I bought myself a Game Boy to keep my mind from falling asleep at the lengthy auditions. I got so into it that I was ballsy enough to carry it out to the set and play it up to the minute they yelled "Action!"

When PlayStation came out, I was very excited about getting one. Luckily, a fan bought one for me as well as three games to go with it! I was hooked on Oddworld—it was very fascinating to me, and the graphics and sound effects were AMAZING (I had rigged it into my stereo system). The funny thing was, all the memory cards were sold out, so I left it on day and night until I was finally able to get one four days later! I loved my PlayStation so much that one day I played it for eight hours straight.

As we all know the PS2 has arrived, and I wished very much for one of those. I got one as a present last month, and have been on that like a mole on Cindy Crawford!

I want to thank Sony and all the game makers for years of friendship. My life as a model has been much more enjoyable in between shoots, and I have been provided with a way to forget the hustle and bustle of Hollywood's lies and scandals.

Valentina
ValentinaHeaven@aol.com

If only all hot women played games in bikinis with their mouths open while wrapped in controller cords, life would be that much sweeter.

The "Lost" Issue...

I was just wondering what was in your No. 17 issue, since it's sold out. And what was on the demo disc?

Doug Meyer
dougmeyer13@hotmail.com

Ah, the glorious, fabled issue 17. The magazine featured some now-lost gems, like that elusive "nude code" for Tomb Raider, a listing of all the key contacts to get a very lucrative job in the games industry, and the secret to resurrecting Aeris in Final Fantasy VII. And the demo disc? How about the full version of Thrill Kill, along with a playable demo of Resident Evil 1.5.

QUICK HITS

High Score

You guys are going to have to invest in a six-disc rating when you review Gran Turismo 3.

Jon Fuller
Nineveh, NY

Tipsy Tricks

I like cheap vodka and Miller beer when I play video games so if I have a little too much to drink the tips and codes really help me out. That's one reason your magazine rules.

Tony Wallace
Peoria, IL

Reality Check

I think the PS2 is some kind of urban legend.

Dan Rosey
Rathdrum, ID

THE SOAP BOX

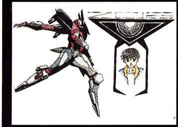
I am a sailor deployed to the Arabian Gulf. There are only a few things that I enjoy, and one of them is mail. Every time they call mail (which we get twice a week by helicopter), I run and try to be the first one there to grab it for my division. When I looked at the March 2001 cover, with SSX: DVD and GT3 and FFIX, I drooled. But the thing that impressed me the most was the "Your chance to WIN! A Honda CBR600F4i MOTORCYCLE." This may seem minor to everyone else, but the first thing I thought about was maturity levels. Yes, kids play video games. But the front page shows that the mag is geared toward adults. I think it gives more credit to your mag with all of the people who try to shoot it down claiming that gaming is for kids. Technology is making huge waves throughout the consumer industry, and gaming is definitely a very large part. I just want to congratulate you guys for putting together a quality, for-the-people and to-the-point magazine.

William Mapp
USS Fitzgerald

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX.

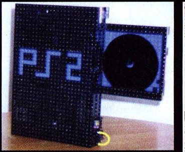
The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Robert Bredvad, for his PS2 Lego sculpture.



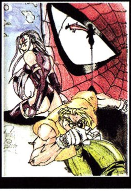
John Parron
Chesapeake, VA

Oops! Last month we ran a piece of DragonBall ASCII art that was mistakenly credited to Chazter Anderson. The picture was actually taken from www.ultimatedbz.com.



Robert Bredvad
San Antonio, TX

Jerry Byrd
Washington, D.C.



JONATHON ADKIN'S MOST WANTED

1. **GT3**
2. **GT3**
3. **GT3**
4. **GT3**
5. **GT3**
6. **GT3**
7. **GT3**
8. **GT3**
9. **GT3**
10. **GT3**

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Official Contest and Sweepstakes Rules

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1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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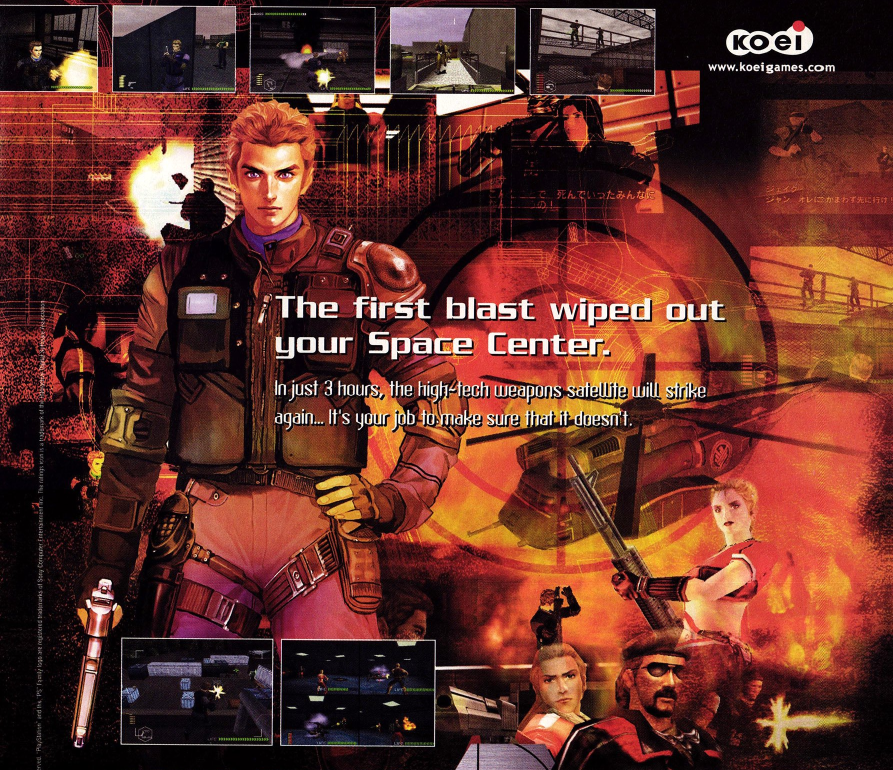
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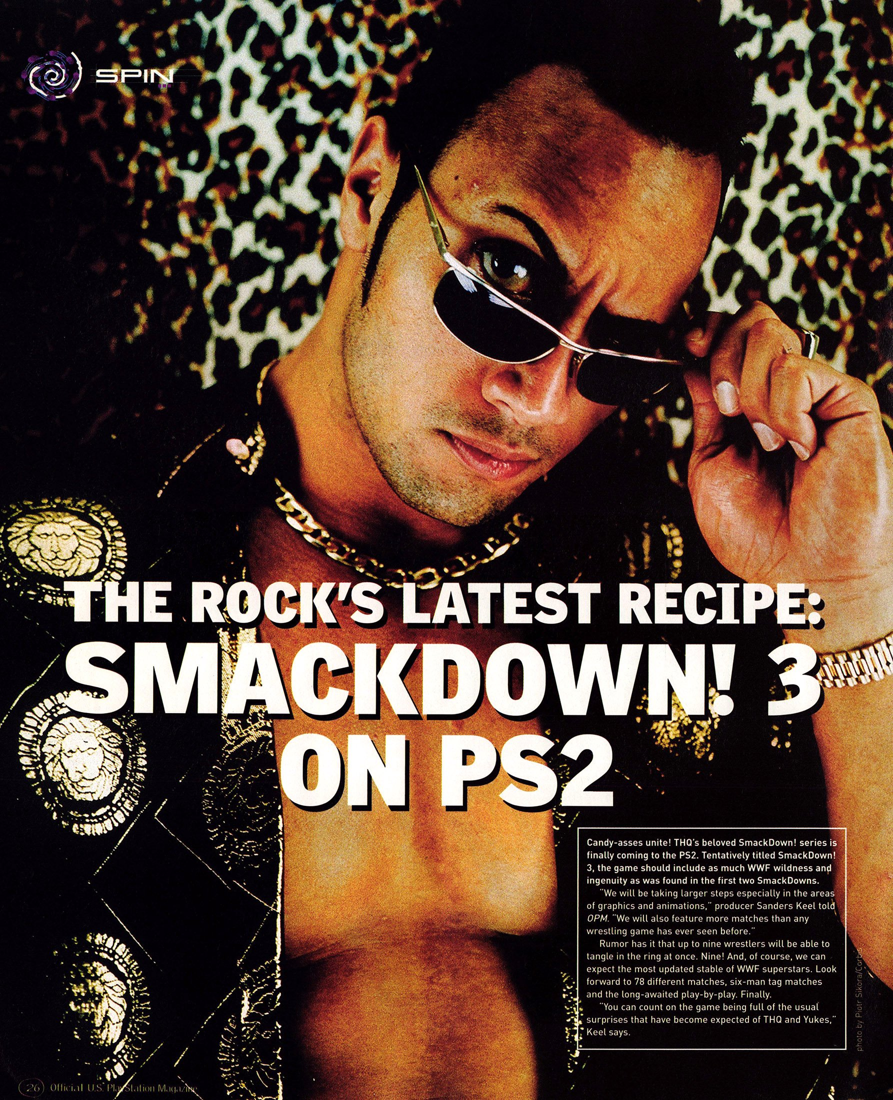


THE ROCK'S LATEST RECIPE: SMACKDOWN! 3 ON PS2

Candy-asses unite! THQ's beloved SmackDown! series is finally coming to the PS2. Tentatively titled SmackDown! 3, the game should include as much WWF wildness and ingenuity as was found in the first two SmackDowns.

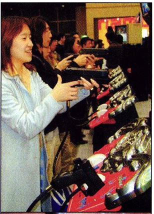
"We will be taking larger steps especially in the areas of graphics and animations," producer Sanders Keel told *OPM*. "We will also feature more matches than any wrestling game has ever seen before."

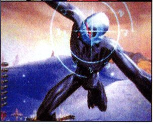
Rumor has it that up to nine wrestlers will be able to tangle in the ring at once. Nine! And, of course, we can expect the most updated stable of WWF superstars. Look forward to 78 different matches, six-man tag matches and the long-awaited play-by-play. Finally.

"You can count on the game being full of the usual surprises that have become expected of THQ and Yukes," Keel says.

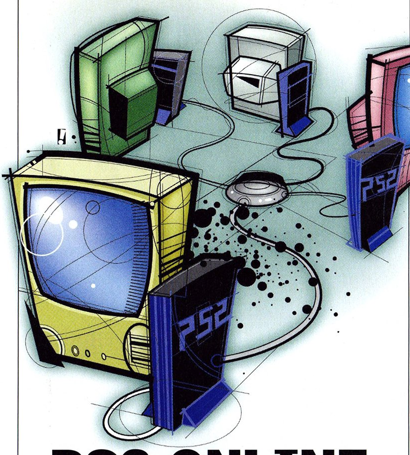
photo by Piotr Sikora/Corbis

Sega's First PS2-based Arcade Games Emerge





Sega's WOW Entertainment division has teamed up with Namco for a new gun-shooting game that will be released in Japanese arcades and then later on the PS2. Titled Vampire Night, the game has you taking out vampires and other such creatures of the dark that have invaded a European town. The arcade game is based on the PS2-compatible System 246 hardware, so a port to the PS2 will be accomplished easily. Look for either Sega or Namco to release the home version. Above are images of Vampire Night from the recent AOU arcade show in Japan. On a side note, Sega's Tetsu Kayama has revealed to the Japanese Dreamcast magazine that Sega is currently working with Square on a Japanese network arcade game. The title will also apparently run on the System 246 hardware and has a good chance of hitting the PS2 later on down the line.



PS2 ONLINE PLANS TBA IN MAY

Despite loosely describing how the PS2 would be able to go online nearly a year ago, Sony Computer Entertainment has been very quiet as to how these plans are likely to unfold. Although we don't anticipate any official announcements regarding the U.S. system until E3 in May, we can look at the recently announced plans in Japan for some clues as to what we might expect. What we do know is that the technology and software for going online will be integrated into the hard drive and broadband unit that plugs into the back of your PS2. As for how it's specifically going to operate here in the U.S., hopefully we'll be able to bring you news in our issue after E3.

In July this year, in Japan, SCE will unleash its network service. Although we anticipate a strong focus on games and general browsing, the network is also designed to service consumers by offering a unique protection system for billing and content copyright. This seems to point to a strong emphasis on paid downloads like MP3s (and hopefully, later, game content), as well as online shopping services. Apparently the network is designed to check information from deep within your PS2's guts to confirm specific data about you and your individual console. By doing this, online content will be tailored specifically for you.

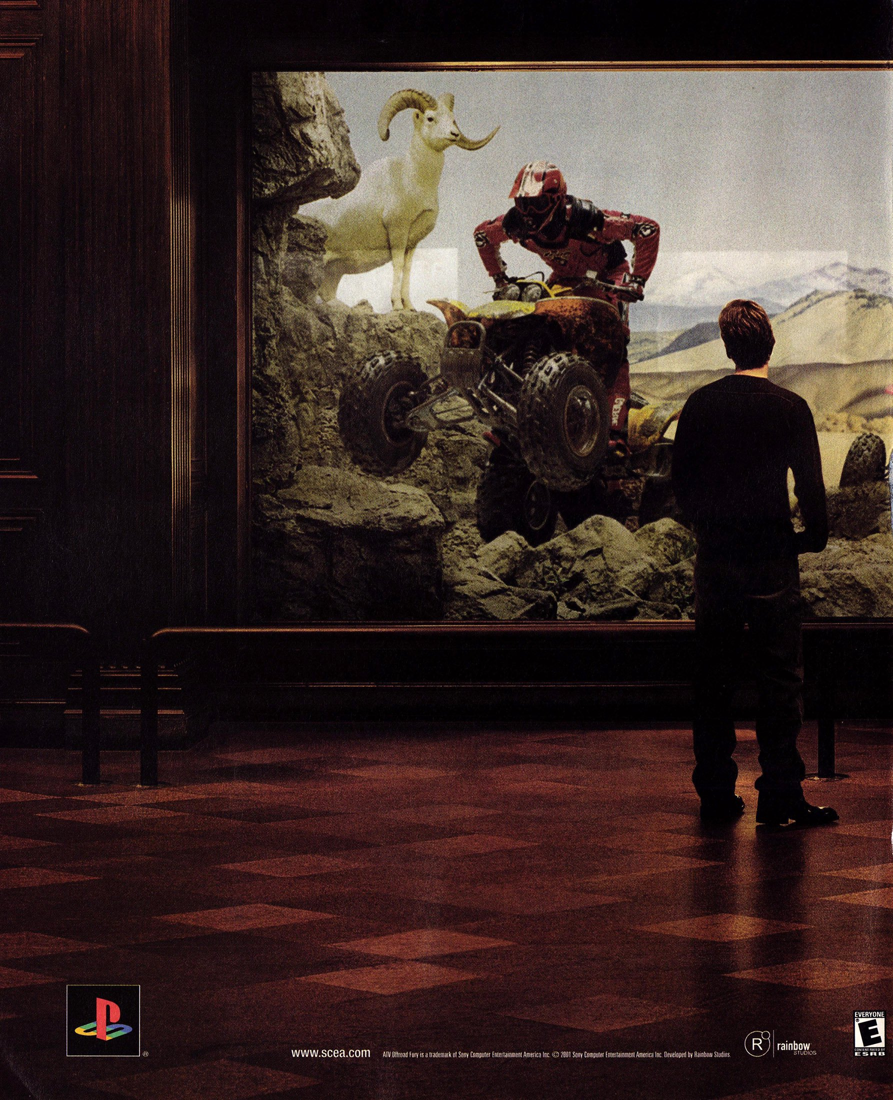
Other plans in Japan center on a partnership with NTT DoCoMo that will allow gamers to play online games on their cell phones. Sony will sell a cable in Japan so that DoCoMo users can plug their iMode phones into their PS ones and use it like a modem (just like we saw in those early PS one promo photos). It's unclear as to whether this will ever happen in the U.S. AT&T recently signed a deal to bring iMode-enabled phones using the DoCoMo system to its network, but it's unlikely that we'll see it activated here for a few years.

We're as anxious as all of you to see how this will unfold. The pieces seem to be slowly falling into place, but our best educated guess is that despite announcements that will be made at E3, it's going to be at least September before you'll be able to download music, surf for porn, and enjoy multiplayer games with your PS2 jacked into either a DSL or cable network. We'll keep you posted.

TWISTED METAL GOES KIDDIE

As *OPM* has pointed out in prior issues, there's a Twisted Metal title in the works for the PS one. We've now obtained first details on it. The game, which is yet to be named, is actually aimed at a younger audience than the previous installments in the series. This time around you'll play as younger versions of the classic Twisted Metal characters, including Axel, Spector and Mr. Grim, all of whom are behind the wheels of remote-control cars. The races will take place in large, real-world environments, like a movie theater, sandbox or playground. Weapons include darts, spit wads and bottle rockets. According to Sony, this new Twisted Metal game is being developed to exemplify the reasoning behind the relaunch of the PS one—Sony hopes that now a whole new generation of gamers can discover the Twisted Metal fun. Twisted Metal: Black developer Incognito is working on the game and intends to release it this fall. We'll have more on the new game in an upcoming issue.

PS2 illustration by Pixel Pushers; Twisted Metal illustration by Mike Reisel



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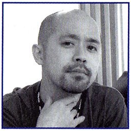
YUTAKA OHBUCHI

A LONG, HARD YEAR FOR PS2



It's been a year since the PlayStation 2 launch in Japan. The system remains the most powerful console ever released—and probably the most hyped-up system as well. When Sony announced the PS2 back in March 1999, the world welcomed it with open arms. Almost every gamer on the planet was astonished by the console's specs and many developers announced development projects for it. But after a year, things are a little different. For some, especially here in Japan, it would seem that the PS2 simply didn't live up to the hype.

In fact, the system seems to have lost face with both gamers *and* developers. For starters, PS2 games didn't sell all that well here in Japan. The best-selling PS2 title so far is Onimusha, which has already racked up about 800,000 sales. Capcom's game is followed by Ridge Racer V (600,000), Tekken Tag (450,000), Winning Eleven, Kessen and The Bouncer (350,000). Those are the lucky ones. Most of the titles sold less than 50,000 copies. You might be surprised to know that some PS2 titles only sold less than 10,000 copies.

Obviously this isn't good for the publishers here. Namco expected to move 900,000 units for its PS2 titles in its last fiscal year, which ended in March. But Namco only managed to sell 200,000 copies as of February, resulting in disappointing results.

Yet the system itself continues to sell extremely well. SCEI shipped 3 million PS2s as of last October. That's actually four times better than they did for the PS one in the same time period.

So what's the reason for lackluster games sales? Here's a clue. After the PS2 launch, DVD sales started to build really fast. Without a doubt, PS2 boosted the DVD market in Japan. But the problem is, people bought the PS2 mainly for the DVD feature and not for games. Basically, people were spending their cash on DVDs instead of PS2 games. Many people realize now that making games for the PS2 isn't all that easy—especially if you want to stretch the system's power to the limit.

About a year before the PS2's launch, Ken Kutaragi, president of SCEI and father of the PlayStation, stated that the reason Nintendo lost its market share for next-generation consoles is because they didn't support developers well. The Nintendo 64 was difficult to develop for, and Nintendo did almost nothing to support third parties. But then SCEI made the same mistake. SCEI didn't provide enough support for third-party developers. Companies like EA, Koei, Namco and Konami have done a great job so far all by themselves. But it was a steep uphill climb for much smaller developers working on original titles.

The good news is, SCEI is aware of this problem and is currently working extremely hard to fix it. Undoubtedly PS2 is the strongest console at this point—and irrespective of the problems so far it still holds the most favored position in the current console wars.

Yutaka Ohbuchi is the Japanese Correspondent for the *Official U.S. PlayStation Magazine* as well as *Electronic Gaming Monthly.*

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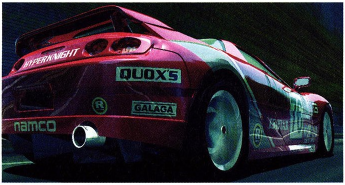
Namco's PS2 Lineup

Although we've reported in the past that Tekken 4 and Soul Calibur 2 are on their way to the PS2, Namco recently made the news official in Japan by announcing to its investors a list of upcoming products. Among the games mentioned are Tekken 4, Soul Calibur 2, Mr. Driller G, a tennis game, a soccer game, Tales of X (an RPG), a new Moto GP, and a new installment in the Ridge Racer series. Unfortunately, there are no specifics yet as to when these titles will be coming, or whether all of them are slated to hit the States. Still, we hear they're all being planned for release before the end of this fiscal year in Japan (which means by next spring). Hopefully Namco will give us a peek at these hot new games soon.



Frogger Leaps Ahead

KONAMI ANNOUNCES NEW FROGGER GAME AND MORE

Konami recently announced that it has snagged the Frogger license back from Hasbro Interactive and that it plans to bring the franchise to the PS2. The company is currently working on a new 3D incarnation, tentatively titled Frogger: The Great Quest, which it plans to release later this year. According to insiders at the company, the gameplay will be similar to other 3D platformers like Rayman 2.

Konami has also made two other announcements regarding its lineup for this year. First off, shooting fans will be glad to hear that Silent Scope 2 is already well under way for the PS2 and should make it out this fall. As well, Konami's PS2 RPG Ephemeral Fantasia (known in Japan as Reiselied) is finally confirmed for the U.S., and should be out this summer.

DATA STREAM

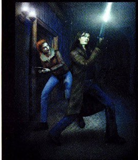
Pop Quiz, Hot Shot

Sony's flagship golf series Hot Shots Golf is about to get a third installment, this time for the PS2. The game hits Japan this summer, and hopefully it'll make it to the U.S. soon after.

Ready to Rumble

Take-Two is currently planning to release a PS2 game based on MTV's popular claymation *Celebrity Deathmatch* TV show later this year. The show pits clay versions of well-known celebrities against each other in an insult-laden battle to the death. It's assumed that it'll play as a hand-to-hand fighting game.

Turn On the Dark

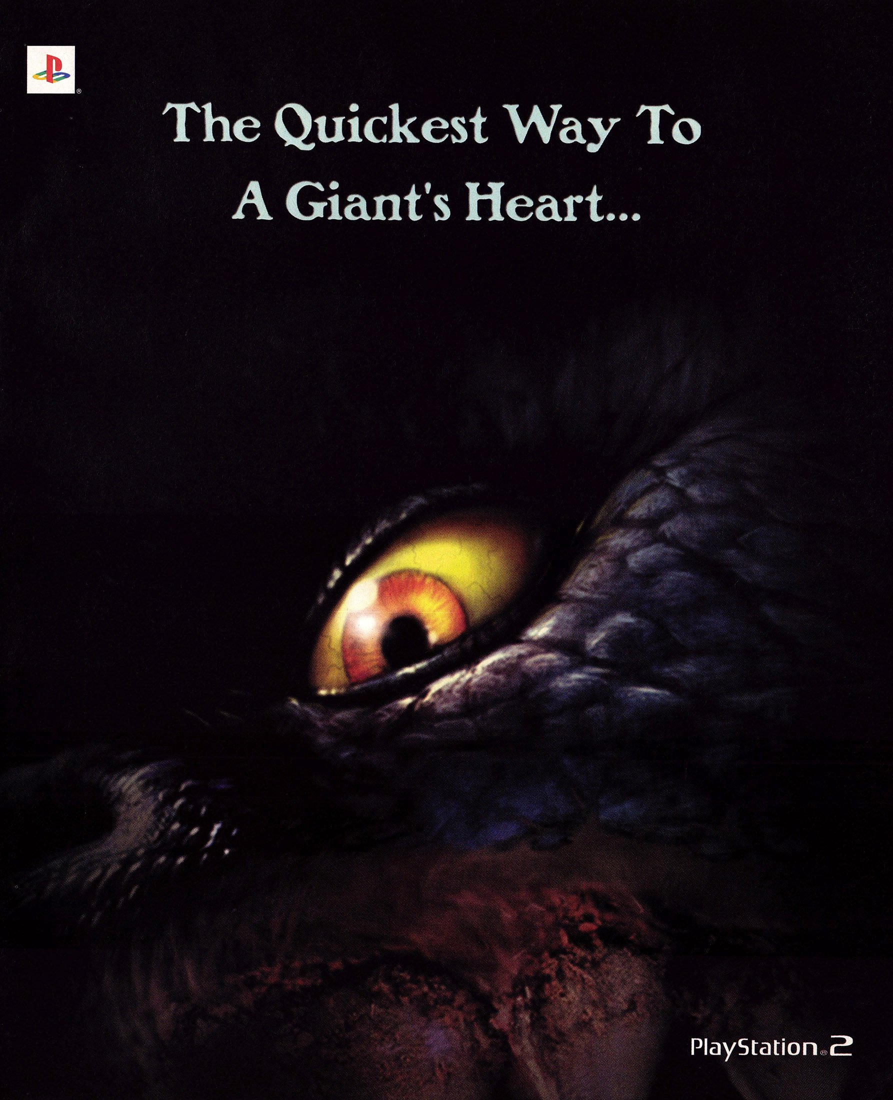


Infogrames has revealed to *OPM* that in addition to the already announced PS one version, it will also be bringing Alone in the Dark to the PS2. Look for it this summer.

OVERHEARD: HIDEO KOJIMA

"As games get more realistic, developers shouldn't attempt to create real life because it won't be fun. Everybody wants to get away from their real lives. That's what they want from entertainment."

—Konami's Hideo Kojima (Metal Gear Solid, Z.O.E.) shares his thoughts on the constant push for more realistic games


The Quickest Way To
A Giant's Heart...
PlayStation®2

HOSHIGAMI ANNOUNCED FOR U.S.

Atlus has announced that it will be publishing the PS one Japanese RPG Hoshigami: Ruining Blue Earth in the U.S. The 3D tactical simulation RPG has you take control of a young warrior named Faz who is thrown in the midst of an evil plot to destroy his homeland. "Hoshigami brings back the gameplay that hardcore tactical RPG gamers crave," project leader Yu Namba told *OPM*. Look for the game to hit the U.S. by late summer.

Did you know?

Hoshigami's producer says he's a fan of Final Fantasy Tactics and Tactics Ogre. Those two are no doubt big inspirations for this game.

EVERGRACE 2 UNVEILED

From Software has revealed that it's working on a sequel to last year's mediocre PS2 RPG Evergrace. The game, which is set years before the story of the original, will detail the life of Darius before he was sucked into another dimension. Evergrace 2 will retain the fashion-oriented gameplay system, but will offer lots more items and abilities. Let's hope that From Software can make this next Evergrace installment a little more enjoyable.

HOT OFF THE RPG NEWS WIRE...

- Sony's Dark Cloud is now slated for release in the U.S. in May. Look for a complete blowout of the game next issue.
- Enix has revealed that Star Ocean 3 for the PS2 will release this spring in Japan. Could it make it to the U.S. this year?
- King's Field 4 has been delayed in Japan until this summer. There's still a chance it'll make it over here this year, though.
- Lunar 3, which has been in on-again, off-again development for the past few years, has finally been confirmed for release on the PS2.
- From Software's RPG 1/4 has been put on "indefinite hold." Which means that it has most likely been canned.
- Namco's next game in the "Tales" series, Tales of X, has been announced for the PS2.

FINAL FANTASY X UPDATE

New details revealed on Square's PlayStation 2 sequel

A recent issue of the Japanese magazine *Dengeki PlayStation* featured an interview with Final Fantasy X development team members Yusuke Naora (art director), Kazunari Nojima (scenario writer), Tsuchida Toshiro (battle director), Tetsuya Nomura (character designer) and Yoshinori Kitase (chief director). We've combed through the article to bring you the latest on Square's PS2 RPG.

In March we reported that FFX would be the first in the series to use spoken dialogue—a point the group elaborated on. The game will indeed have character voices during all the major events. Interestingly, though, Kitase revealed that this was something he had hoped to start with Final Fantasy VIII. "It's natural to want to have voices to go along with the realistic characters we created for the PS one," he told the magazine. "But there just wasn't enough time to do that for part VIII." He goes on to say that it was his intention from the start of FFX to include voices. However, he also admits that there was a lot of struggle in deciding just who would get a voice. "Obviously a shop keeper won't have voice," Kitase jokes. "But basically, voices will be incorporated for the events in the game. And actually, you'll hear them in lots of other parts too." The FFX team also states that you'll be able to go to the option menu and toggle these voices on or off.

Next up, the team discussed the game's world map. "When you think about a Final Fantasy on the PS2, it should be a fully polygonal map," Naora insists. Unlike in previous Final Fantasy games, FFX won't have symbols that represent towns or other places that you can enter. Rather, the towns are actually located in the field itself. "There will be a slight changeover when you enter dungeons and towns," Naora admits, "but we are working to make it less noticeable." Also, camera angles will change as you traverse through the polygonal world map.

The FFX team is very proud of the game's new Facial Motion System (FMS), which will allow the game to portray realistically spoken dialogue using the real-time engine. "The animation staff suggested we do it," Kitase says. "They said if we were going to add voices to the game, we had to add facial expressions as well. Using the capabilities of the PS2, we can do all of the expressions and voices in real time." And because of the high quality of the FMS, many cutscenes will be done in real time. Still, about half of the cutscenes will remain prerendered. "For larger-scale events, it should be done by movies," says Kitase.

The team also revealed that Blitzball (the preferred sport of FFX's main character Tidus) will be a multiplayer minigame. "It will be similar to soccer or basketball," says Kitase. "Each team has six members. They have to work together and pass the ball and then shoot at the goal to score points." But it can get brutal at times. "Sports like rugby can be violent," he says. "It's just like that."

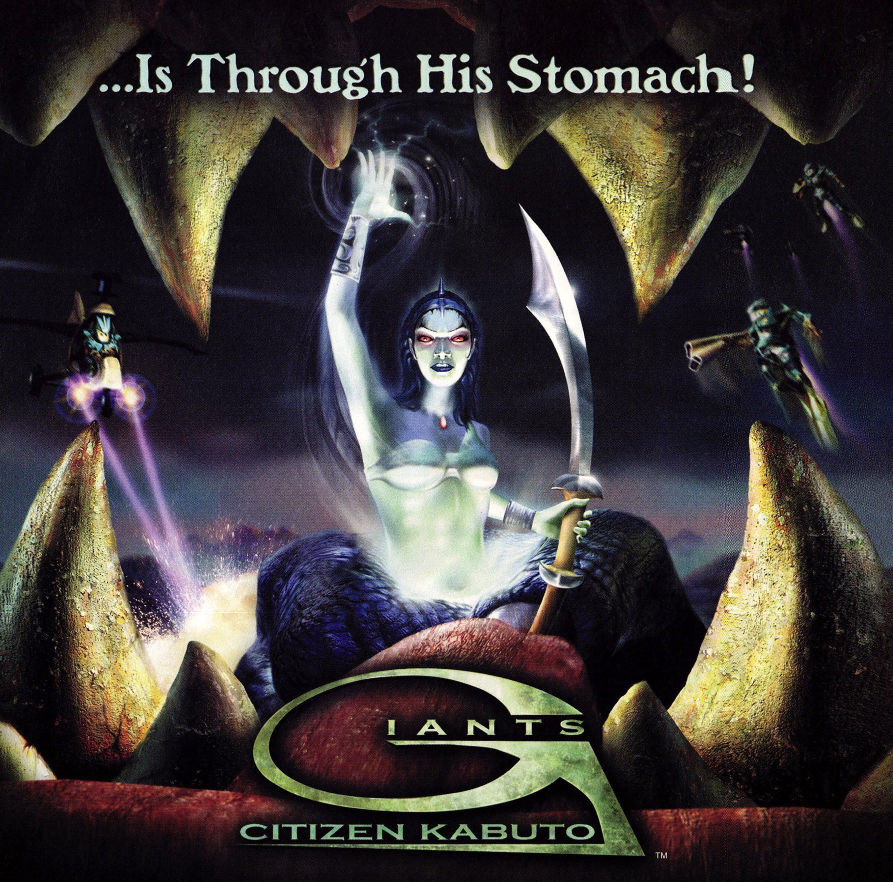
The team wants FFX to have a very Asian style to it. The characters were drawn with a more Asian look by Tetsuya Nomura, and the music from Nobuo Uematsu will feature more of an Asian sound. Also, the team envisions the game taking place in a more Asian setting. "I imagine it's like Southeast Asian countries," says Naora.

As for FFX's main theme, Nojima says it's about travel. "I wanted to travel a world that doesn't exist," he says.

OVERHEARD: VICTOR IRELAND

"We can finally do surround-sound again. When we were doing redbook audio on the Turbo-CD back in the day, we were probably the ONLY publisher that mixed for stereo and surround. When the Saturn and PS came out and compression became the rage to save space, surround went out the window."

—Working Designs' (Lunar, Silhouette Mirage) Victor Ireland tells *OPM* about one of his favorite aspects of the PS2



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Toying Around

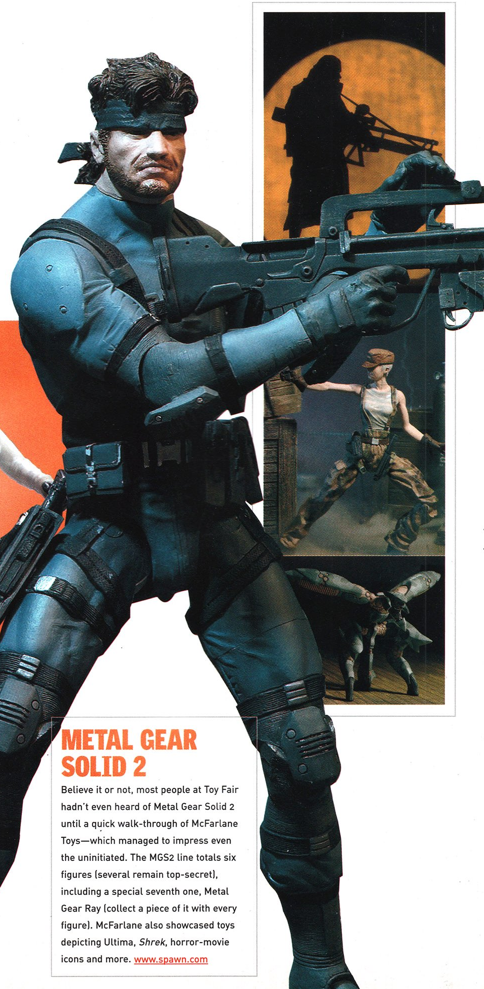
It's every kid's dream. A series of buildings housing room after room of toys—too many to even think about playing with all of them in a lifetime. And it happens every February in New York City...with nary a child in sight. It's the American International Toy Fair, a trade show serving as the E3 of the toy industry (and it's certainly been around a *lot* longer). *OPM* was there to check out the stuff you'll want to buy.

TOMB RAIDER

It's a cliché among Hollywood stars to show their first-ever plastic likenesses to Jay Leno and declare that they've finally "made it." Angelina Jolie gets her turn this spring, when Playmates releases its line of *Tomb Raider* action figures based on Paramount's blockbuster due out in June. (Is it just us, though, or could it also be said that Janeane Garofalo has "made it," too?) www.playmatestoys.com

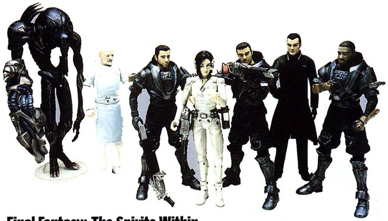
Luke Skywalker Commemorative 12" Action Figure

Hasbro celebrates its 100th 12-inch Star Wars action figure with old favorite Luke Skywalker in his naive, whiny *A New Hope* days. www.hasbro.com



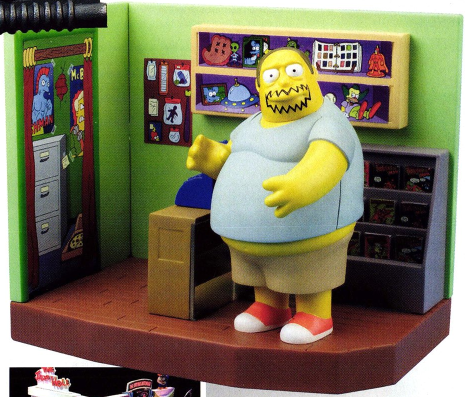
METAL GEAR SOLID 2

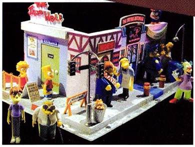
Believe it or not, most people at Toy Fair hadn't even heard of Metal Gear Solid 2 until a quick walk-through of McFarlane Toys—which managed to impress even the uninitiated. The MGS2 line totals six figures (several remain top-secret), including a special seventh one, Metal Gear Ray (collect a piece of it with every figure). McFarlane also showcased toys depicting Ultima, *Shrek*, horror-movie icons and more. www.spawn.com

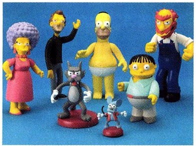


Final Fantasy: The Spirits Within

Sure, there was Digimon. And yeah, Gundam and anime toys were there, too. But what really had people excited at Bandai's exhibit was the company's line based on this summer's *Final Fantasy* movie. But that's not all. Can you say Final Fantasy X? (We'll show you those just as soon as Bandai lets us!) www.bandai.com

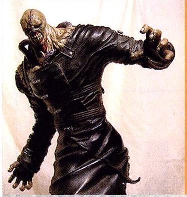






THE SIMPSONS

"Best. Toy line. Ever." Now that Comic Book Guy is finally getting his plastic immortalization, we're guessing that's what he'd say regarding Playmates' array of talking Simpsons figures (don't take him out of his package, though—he'd kill you). Several other supporting characters (Professor Frink, Groundskeeper Willy, Itchy & Scratchy and Moe, among others) finally join the ultra-successful line, along with more playsets (check out Springfield to the left!). The only problem? The lack of space you'll soon have just might make you say, "D'oh!" www.playmatestoys.com

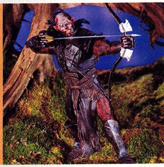


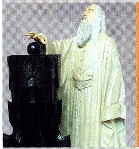
Resident Evil

If there's one company known for consistently creating quality game-related statues—resin for those with cash, vinyl (left) for those on budgets—it's Palisades. Other lines include Final Fantasy, The Bouncer and DragonBall Z. www.palisadestoys.com

The Lord of the Rings

It's too bad Toy Biz didn't release any other images of its line based on New Line's cinematic version of *The Lord of the Rings* (also destined for gamedom from EA)—because it's amazing. That orc there is no statue—it's meant to be played with. www.toybiz.com



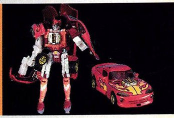


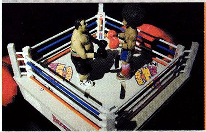
The Lord of the Rings

...Not that there's anything wrong with statues. Sideshow Toy's line of *LotR* statues literally made our jaws drop. The movie's special-effects team, Weta, has collaborated with Sideshow for each piece. It shows. www.sideshowtoy.com

Transformers

More than meets the eye! Screw the Beast Wars. The *real* Transformers, in all their automotive glory, return! www.hasbro.com



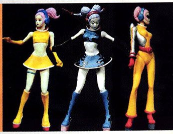


Ready 2 Rumble Ring

LET'S GET READY TO...Rock 'Em Sock 'Em? Interchange your favorite characters in this ring from Manley. www.manleytoyquest.com

Space Channel 5

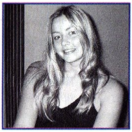
Ulala! Palisades does action figures, too. This line also includes Pudding, as well as the pictured Evila and Space Dancin' Ulala. There's even a mini-lunchbox! www.palisadestoys.com



We've tried to squeeze in as much of the cool stuff from Toy Fair as possible within these two pages. But there's still so much more! Lines like those from bbi (Legacy of Kain, Dark Cloud, King of Fighters), ReSaurus (MechWarrior, Crash Bandicoot, Street Fighter, Mortal Kombat) and more. But that's what future issues are for.

ZOE FLOWER

THE LIFE OF Z.O.E.



"I can't wait to get my hands on Zoe!" I can't say I haven't heard this before—but this time it's actually the collective cry of gaming fans calling for Zone of the Enders, better known as Z.O.E.

So what's it like to share my name with a game, you ask? You should know that, as a child, I didn't particularly like my name. This disdain developed from years of coping with questions about my parents' drug-induced hippie years (No, they were not hippies! They're just British!), as well as frequent tales of family pets sharing the same name. Until recently, I had never met more than a few other Zoes in my life who walked upright, boasting opposable thumbs. After years of "character building" experiences (politically correct term for a hellish adolescence) revolving around my name, I eventually realized the inherent value in such a unique and memorable moniker for myself. I began to believe I had earned the right to bear the name "Zoe," and its use in sitcoms, movies and even games caused me great agitation. (I bet SSX/Zoe's new drug-free campaign won't come loaded with questions about *her* parents' LSD use in the '60s...)

So why should Z.O.E. be any different? Part of me likes to think that Kojima had met me, fell in love with my irresistible charm, and dedicated his life to creating a video-game masterpiece to honor me. In reality, our meeting wasn't quite so romantic. Determined not to embarrass myself—recalling a previous lesson in Japanese etiquette learned traumatically when I met Shigeru Miyamoto, creator of Mario and Zelda, and couldn't find my business card (an extreme faux pas!)—I handed my card confidently to Kojima before diving into the thousand questions on my mind. A twinkle sparked in his eyes as he read my name, and then our eyes locked. My mind went blank, followed by an uncontrollable giggle fit, face reddening, eyes rolling backward into my skull, completely tongue-tied. When I regained some composure, he had disappeared into the crowd, probably afraid for his life. End of story.

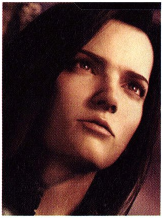
So, for obvious reasons, I don't believe Z.O.E. refers specifically to me. I don't represent a race of militant Jovians or giant robots. Despite what you may have heard, I have my own personal acronym already (Zephyr Overdrive Extreme!). What's more, Z.O.E. probably doesn't translate equivalently in Japanese, and there's a good chance Hideo Kojima has a restraining order against me.

However, I do believe there's some significance in the name Zoe, which translates to "life" in ancient Greek. As the PlayStation 2 goes through some character building of its own, this game might be the answer to some of the questions in gamers' minds as to whether Sony's console can live up to the hype. With true next-generation graphics, an immersive storyline, and a gameplay schematic produced by the masterful Kojima, Z.O.E. really may mean "life" for the PS2. In this case, I'm happy to share the name.

Zoe Flower is a presenter and producer for the Canadian TV show *Electric Playground*. She's also a Web designer, writer and video-game fanatic. That's her real name, too. Check out her work at www.elecplay.com or www.zoeflower.com.

Final Fantasy Is Truly Astounding

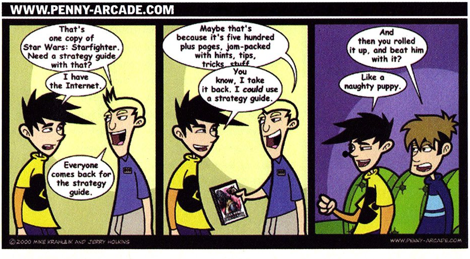
17 minutes of preview reel prove that Square is a true Hollywood "player"



When Square and Sony Pictures screened 17 "nearly finished" minutes of the 96-minute CG flick in San Francisco early last month, the reaction from the assembled journalists was one of complete astonishment. A large group sat in total silence throughout the entire presentation, and once over it wasn't until a single expletive was exclaimed from the back of the theater that the magnificence was fully appreciated.

The storyline, while not based on any particular game, seems appropriately in line with the Final Fantasy ethos. Although it's the first story bearing the name to be set on Earth, the underlying themes of spirituality interwoven with technology and discovery are exposed through some strong characterization. Scenes shown in the preview were from early in the movie and revealed the ravaged environments of 2065 while introducing the majority of the key characters along with the spectacular alien antagonists. Complementing the Final Fantasy "feel" for the movie is an underlying vibe that evokes the same sense of panic and claustrophobia that James Cameron portrayed so well in *Aliens. Final Fantasy: The Spirits Within* will be in theaters July 13.

	Tomb Raider June 15, 2001	Angelina Jolie, Chris Barrie, Jon Voight, Iain Glen	She looks just like Lara, even if the outfit has been changed. Already considered by many to be one of the big summer hits. Confidence is so high that two more flicks are mooted. www.tombraidermovie.com
	Final Fantasy July 13, 2001	Ving Rhames, James Woods Alec Baldwin, Steve Buscemi, Ming-Na	Surely the most visually spectacular movie ever made, *Final Fantasy* will go a long way in establishing Square as more than "just" a maker of Triple-A video games. www.finalfantasy.com
	Resident Evil Oct. 26, 2001	Milla Jovovich	Out-of-control supercomputers? That doesn't sound like the Resident Evil we know and love...although we've been assured that there will be flesh-eating zombies involved. Thank God for that.
	Harry Potter and the Sorcerer's Stone Nov. 16, 2001	Daniel Radcliffe, Richard Harris, John Cleese, Alan Rickman, Maggie Smith	Based on the first book, the movie is practically a guaranteed success. EA snapped up the game rights from Warner Bros. Expect a game in time for the flick's release. harrypotter.warnerbros.com
	Spider-Man May 31, 2002	Tobey Maguire, Willem Defoe, Kirsten Dunst	The movie has the potential to be incredible, and we hear rumors that Activision's links with Marvel practically guarantee they'll be bringing us a game of the movie. www.spe.sony.com/movies/spiderman/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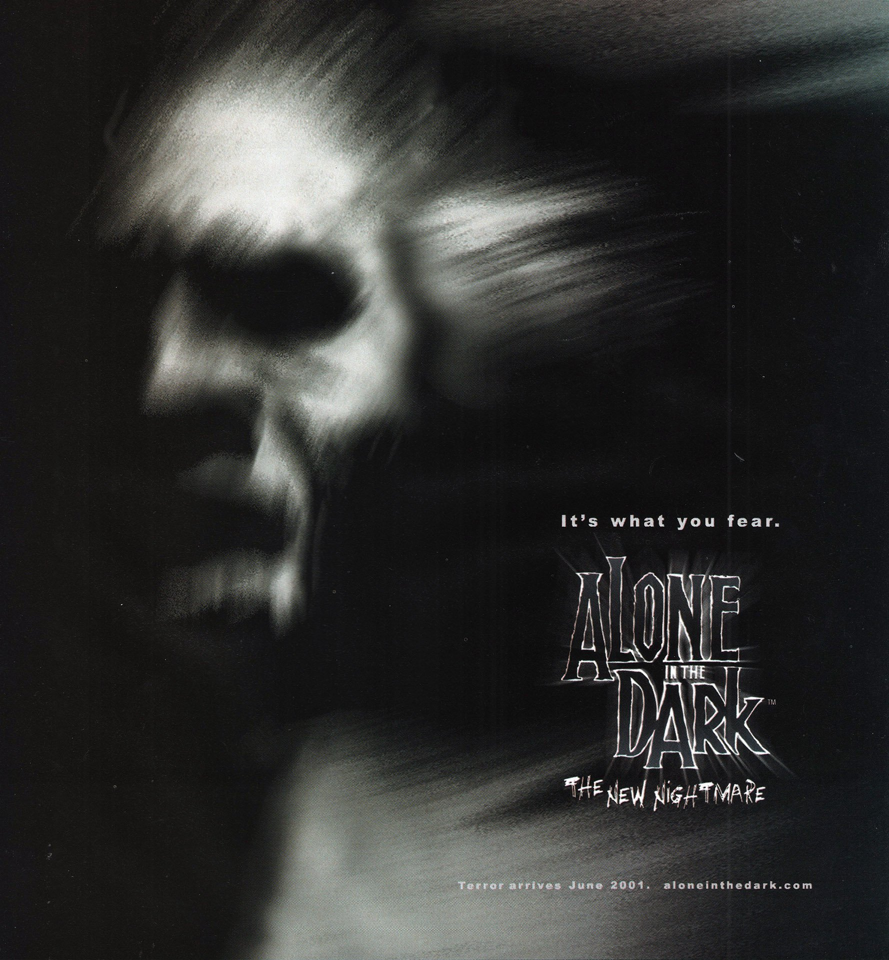

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A's EA SLUGGER

AL MVP Jason Giambi takes a swing at stardom

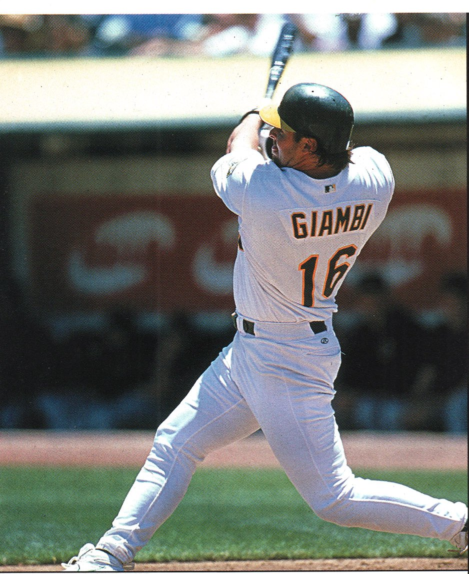


Photo: Jed Jacobsohn ALLSPORT

The A's came out of nowhere, right? Two seasons ago they were scratching and clawing at the never-opened Wild Card door, and then last year they win the AL West and push the World Champion Yankees within a game of elimination. So they came out of nowhere, right? Wrong. The A's are a team of young stars that you may not have heard of, but that won't stop them from emerging as one of the AL's elite teams. And Jason Giambi is one of the biggest reasons.

You've heard of him. Yeah, he's that guy who's on with ESPN Radio's Dan Patrick once a week. Yeah, he's the American League MVP who may be only 30 years old, but still happens to be the "grandfather" of the young Oakland team.

"I play baseball every day—I'd say that's a pretty cool job," Giambi told us. "The camaraderie with the guys I play with and against on a daily basis is the best. I love what I do."

When issues of his impending free agency came up, he didn't abandon teammates, mouth off, or make a fool of himself like other current MLB stars are apt to do. All these factors make Oakland's No. 16 a perfect fit for the cover of EA's Triple Play Baseball.

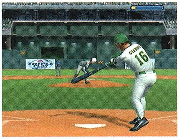
"Playing with my brother [Jeremy] is a dream come true. We're both living out our dreams and we get to do it on the same team."

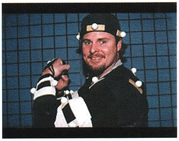
"I was very honored when they first approached me about being on the cover of the game," Giambi says. "It's a humbling and exciting experience. To be among guys like Mike Piazza, Alex Rodriguez and Sammy Sosa [previous cover guys] is quite an honor."

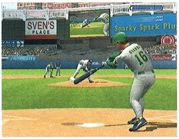
Being in that class of superstars might have been a stretch before last season, but now he's a perfect fit. Last year Giambi hit .333, hammered 43 homers, and drove in 137 RBIs. Crazy numbers. Off-the-hook numbers. Giambi credits two key components to his success: St. Louis Cardinals' home-run king Mark McGwire and Kansas City Royals Hall of Famer George Brett.

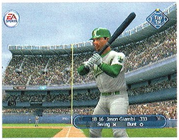
"George Brett was one of my favorites to watch," Giambi says. "When my dad was teaching me to hit, he used a lot of Brett's techniques to hit." And McGwire? "His influence was huge, not necessarily physically but mentally," Giambi says. "We were best friends [when he was with Oakland], and still are. He has seen all sides of baseball and has a lot to teach."

Giambi was obviously an excellent student. After all, his mantle holds an American League MVP award, his team is now defending their AL West crown—and he's having the time of his life.









AP Photo: Ben Margot

...AND THE SKIPPER

San Fran's general talks race, unity and those "special suits"

Truth be told, there aren't enough minorities in MLB managing positions. A handful, but no more. But Dusty Baker goes a long way in evening the scales. The three-time MLB Manager of the Year and current San Francisco Giants skipper is widely known for getting the most out of his players. Last year he led what was considered a mediocre Giants club to 97 wins—the best record in baseball. He's so revered that EA Sports uses him as a consultant for its Triple Play Baseball franchise. So what makes him so special?

Photo: Otto Greule Jr. ALLSPORT

"I know my guys off the field, not just in the clubhouse and on the field," says Baker. "I like to be someone who they can come to, whether it be baseball-related or not. I learned to speak Spanish so I would be able to communicate with the Latin guys on the team."

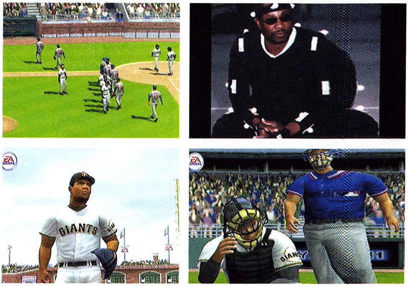
Baker's one-of-the-boys mentality has been a driving force in his eight-year managing reign. He's been able to blend men of different ethnic backgrounds into a cohesive unit. "If there's one thing I've done that's made a difference, I think it's the diversity of my coaching staff," Baker says. "It matches the team: I've got African-Americans, Latinos and whites. If you can't find somebody on my staff you can talk to, you're not trying."

"These guys believed in me, and I believed in them, and they believed in each other. Without them I wouldn't be sitting here."

Back in his playing days, Baker was a terror for the Dodgers. The two-time All-Star was a big part of the Dodgers' 1981 World Championship team. His efforts with the Dodgers even led to a spot on the All-Dodgers team in 1990.

As far as his inspirations, there aren't many surprises. He selected three of the greatest players of all time."Definitely Jackie Robinson. Not only because of what he did for African-Americans, but what he did for the game itself," says Baker. "And of course Willie Mays and Hank Aaron."

Baker has been sharing his baseball knowledge with EA Sports for a few years now. "They got me into one of those special suits and recorded me pretending to argue with an umpire," Baker says.



"The improvements that have been made to the game are amazing," he adds. "From the strategy to the movements to the body type, the game just gets better and better year after year."

Now let's see if his talent-lacking Giants can get better and better this year. With his belief in unity, we have every reason to think they can.

Photo: Jeff Carlick ALLSPORT

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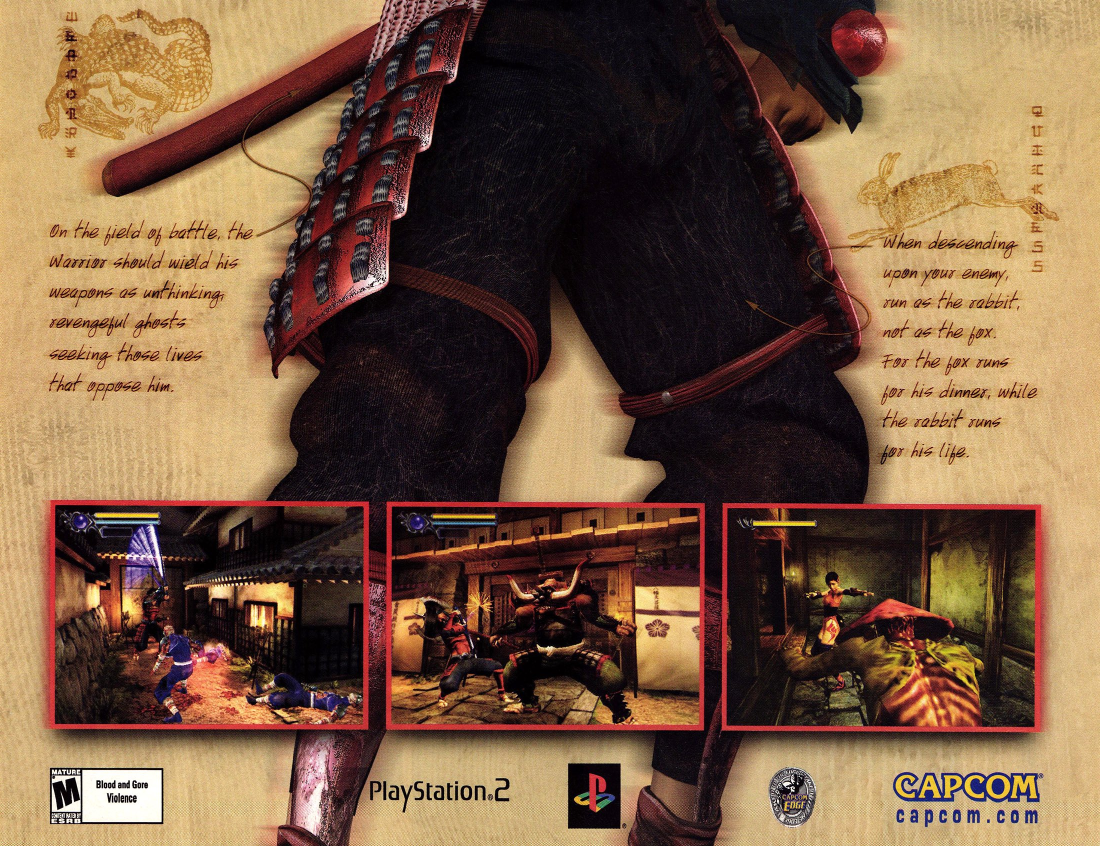
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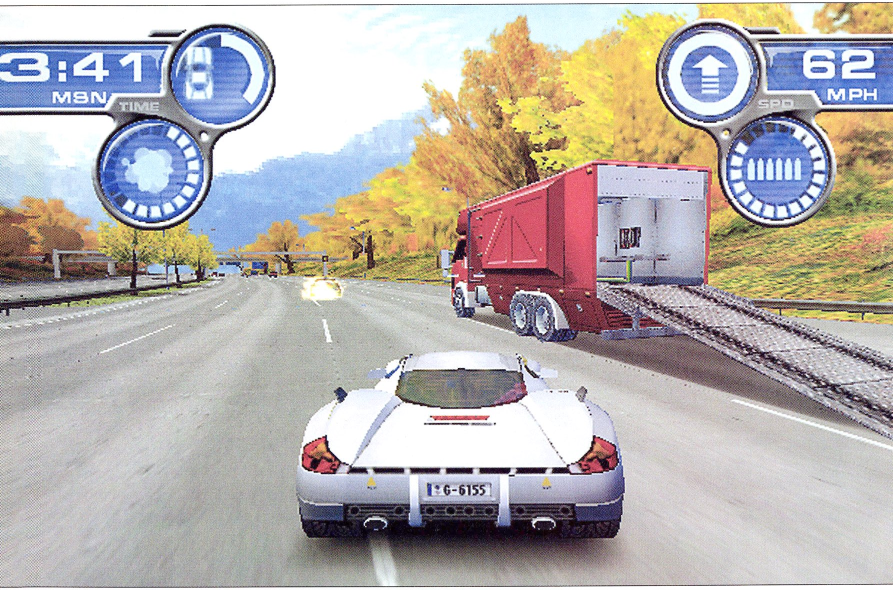


THE ORIGINAL SPY CLASSIC RETURNS

AFTER NEARLY TWO DECADES, ONE OF RETRO GAMING'S FINEST CAR ACTION TITLES IS REBORN. THIS FALL, SPY HUNTER SPEEDS ONTO PS2.

Retro gaming is cool. Just about any of the major games from the early '80s is cool. Atari is cool. Galaga is cool. Pac-Man is cool. Even the slightest mention of one of these titles conjures up memories of unforgettable gaming experiences for those who played them during that great generation.

One game that's fondly remembered by early '80s arcade-goers is Midway's Spy Hunter. Released in 1983, the game exploded with popularity due to its great car-chase action and its many innovations. Spy Hunter allowed you to collect power-ups, which was a relatively new concept. It let you destroy other cars by bashing them with your vehicle. It had you restore your power by driving onto a moving truck.

Now, 18 years after the original's release, Midway will soon be relaunching the franchise on the PS2. Developed by Paradigm, makers of the stellar Beetle Adventure Racing and Pilotwings for the Nintendo 64, Spy Hunter is planned to hit stores this October.

"The license itself was one that people have been asking about for several years," says producer Michael Gottlieb. "All we would hear is, 'When are you going to bring it back?'" But Midway wanted to wait for the right developer to come along. "I had actually seen several treatments for the game, but nothing really sparked my interest until we started talking to Paradigm," Gottlieb explains. "We collectively put together a unique vision for Spy Hunter that goes well beyond the original game yet stays true to the original in many respects."

So in June 1999, Midway and Paradigm began development on the next-generation Spy Hunter. From the start, the game was developed with the PS2 in mind. "A working version of the game on a PlayStation 2 came to life within three months after delivery of the Sony development stations," says producer Jim Galis. "And we have been pedal to the metal ever since."

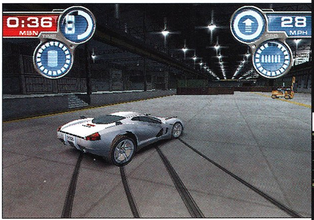
This next-gen Spy Hunter should be a lot more involving than the arcade classic. "Each mission drops the Spy Hunter behind enemy lines, and he must escape to the rendezvous location within a certain amount of time," says designer Shawn Wright. "But that's just the beginning. On the way out Spy Hunter must complete some of his most crucial objectives, such as take out the Nostra truck convoy, activate all SatCom sites, locate and destroy all Radar sites, and more. There are roughly four to seven objectives for every level."

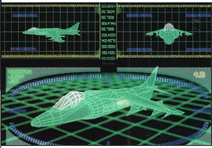
As in the original, you can transform your vehicles to do things like navigate across water. "There are two vehicles: the G6155 Type I Interceptor and The G6155 Type II Interceptor," Wright explains. "Each was designed from the ground up, specifically catered to today's Spy Hunter, each having the ability to transform from an automobile to a jet-propelled watercraft within seconds. The Interceptors also have a couple of things installed to help combat road rage, such as oil, smoke, guns and guided missiles. Both vehicles are also equipped with an S.E.V. (Secondary Extraction Vehicle). This means when the car acquires more damage than the external framework can support, it will drop the dead weight and turn into something a little quicker. On land this translates to an enclosed type of motorcycle, similar to the lightcycles seen in *Tron*. On water, it turns into an enclosed JetSki. The goal of these vehicles is to allow Spy to either make it to the next weapons van or escape to the rendezvous point."

As you can see in the screenshots, the locations in Spy Hunter are spectacular. In all, there will be 14 areas to traverse. "We were trying to not pick the typical locations: jungle, snow, city, desert and space," explains Wright. "We picked exotic 'spy' locales that catered to interesting gameplay, such as the islands of Key West, the swamps of Florida, the jungles of Panama, the German autobahn, a Euro tunnel, the French Riviera, and the streets of Venice."

We recently got to see the game in motion, and were treated to a smooth framerate and sharp onscreen action. "Paradigm's experience and expertise has historically been great visuals based on great technology," says Galis. But even with solid visuals and some nifty new ideas, Paradigm realizes that the game has to be superior in order to live up to the fans' high expectations. "The original game certainly set a high standard that's hard to top," says Galis. "We've tried to put together an action game based on what we felt were the coolest aspects of the original, using the first game as a starting point and building from there. We didn't simply try to remake the game in 3D."

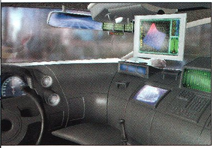
Sounds good. *OPM* will be back soon with more details and hands-on impressions to let you know if their ideas and efforts have paid off.

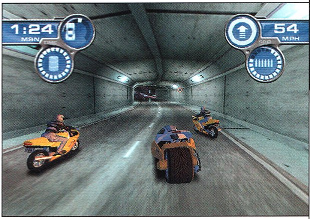




"WE LOOKED AT OTHER GAMES, LOTS OF MOVIES, COMIC BOOKS, AUTOMOBILE AND MOTORCYCLE MAGAZINES, MORE MOVIES AND A 345-HORSEPOWER SUPRA TURBO."

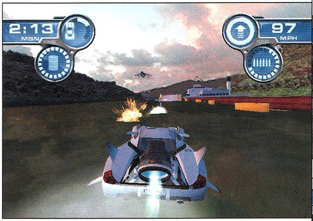
— PRODUCER JIM GALIS REVEALS THE SPY HUNTER TEAM'S INSPIRATIONS

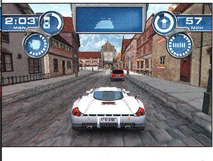




"THE ORIGINAL GAME CERTAINLY SET A HIGH STANDARD THAT'S HARD TO TOP....WE DIDN'T SIMPLY TRY TO REMAKE THE GAME IN 3D."

—PRODUCER JIM GALIS





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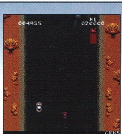
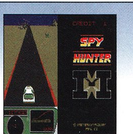
Spy Hunter fans should be happy to hear that Midway is planning to license the *Peter Gunn* theme once again for this new installment.

HISTORY OF SPY HUNTER



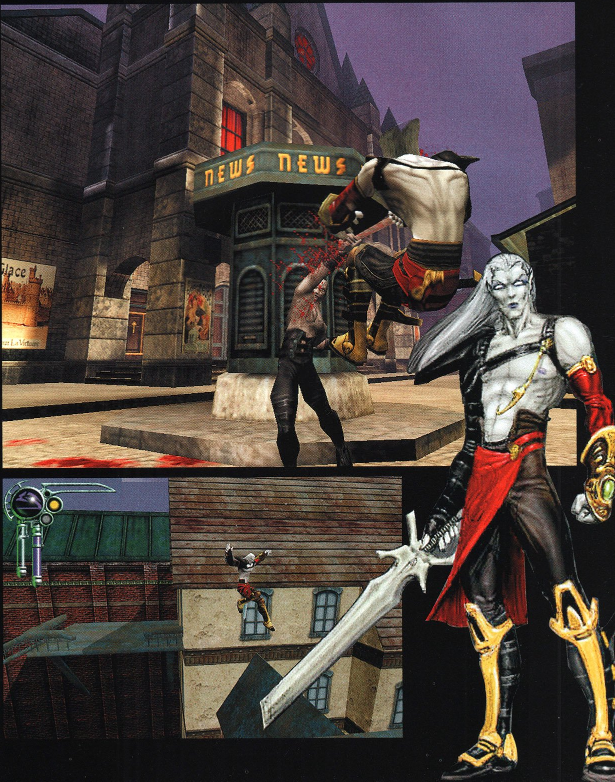


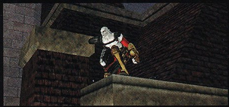
Released in 1983, Spy Hunter became a quick favorite among the arcade-going crowd thanks to its innovative driving and shooting gameplay. Because of the success of the original, a sequel to Spy Hunter was released in 1987, but was quickly forgotten due to its awkward semi-3D viewing perspective. The cool thing is, Midway is likely to include these games as unlockables in the PS2 version.

BLOODY GOOD GAME

Kain takes center stage in the next chapter of his Blood Omen saga

With Soul Reaver and its PS2 sequel, Raziel has stolen the spotlight from Kain, but that's bound to change with Blood Omen 2. Crystal Dynamics' PS2 game is set sometime between the original Blood Omen and Soul Reaver 2, with Kain reprising his role as the ultimate antihero. Along with this tasty batch of screens, we've got a few new game details. Unlike Soul Reaver, Blood Omen 2 is a more linear affair that focuses heavily on story progression. The game sports a wide array of gruesome weapon-based attacks, most of which will be simple to trigger but quite rewarding to watch. Stealth is paramount—you'll spend plenty of time lurking in the shadows, searching out your next victim during your quest to find your Soul Reaver sword and seek vengeance against those who've wronged you.





Unleash Homer's "NUCLEAR BODY PLANT!"

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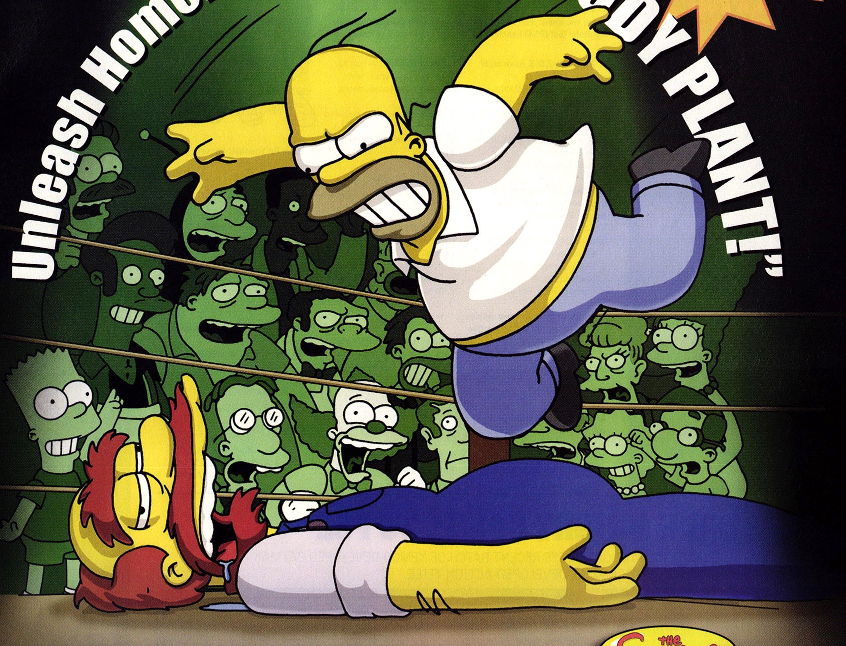
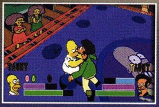
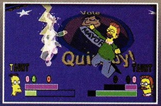
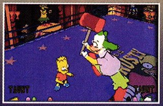




Dominate the Ring, Simpsons™-Style
Fight as over a dozen of your
favorite characters, including
Homer, Krusty, Bart and Apu!



No-Holds-Barred, No-Burps-Barred Action
Unleash exclusive character moves
and "smack talk" voiceovers done
by actors from the show.



Smack 'Em Down All Over Town
Battle in 10 locations all over
3-D Springfield—from the
Power Plant to the Kwik-E-Mart.

The Simpsons™ WRESTLING

**The Game
the Whole Family
Will Fight Over.**

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Comic Mischief
Suggestive Themes

PlayStation®

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ACTIVISION.

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activision.com

WIN A ROLE IN MGS2!

Konami holds a contest to allow gamers a shot at immortalizing themselves in this year's biggest PlayStation 2 title.

Konami Computer Entertainment Japan, the development team working on Metal Gear Solid 2: Sons of Liberty, has announced a special campaign for people looking forward to its upcoming espionage sequel. The company is allowing gamers to submit their names and information via the KCE MGS2 Web site in order to win a chance at having their identity appear in the game. Lucky winners will have their information inscribed on the dog tags of one of the enemy soldiers in the worldwide release of the game. To enter in the contest, check out the link below!

www.konami.co.jp/kcej/products/mgs2/mgs2name/index_e.html

PLAYSTATION APTITUDE TEST

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Why does Z.O.E. have an M rating?
a. Robot-on-robot violence deemed too disturbing
b. Sexually explicit scenes (a.k.a. "tentacle porn")
c. So Konami could pack in the MGS2 demo
d. Adult language

2. What is the name of your main nemesis in Medal of Honor: Frontline?
a. Baron Steven von Grollslagger
b. Baron Rudolf Ulbricht von Sturmgeist
c. Baron Jagermeister von Lowenbrau
d. Baron Andrew Baransky

3. Which of the following movies did MoH consultant Captain Dye *not* have a hand in?
a. *Saving Private Ryan*
b. *Forrest Gump*
c. *Terminator 2*
d. *Next Friday*

4. Place these World War II events in chronological order.
a. Claus von Stauffenberg attempts to assassinate Adolf Hitler
b. George Elser attempts to assassinate Adolf Hitler
c. Adolf Hitler assassinates himself
d. Benito Mussolini is executed

5. Arc the Lad was developed by:
a. Tri-Ace
b. Working Designs
c. Squaresoft
d. G-Craft

6. Gunbalina is the original name of which of the following games?
a. Point Blank 3
b. Time Crisis: Project Titan
c. Resident Evil Survivor
d. Mary-Kate and Ashley's Winner's Circle

7. Dew Prism is to Threads of Fate as _______ is to The Adventures of Cookie & Cream
a. Tsunugai
b. Kuri Kuri Mix
c. Kyoko Yamashita Party Adventure
d. Super Galderic Hour

8. Which of these stars has never appeared on the cover of an EA baseball game?
a. Sammy Sosa
b. Alex Rodriguez
c. Mike Piazza
d. Chipper Jones

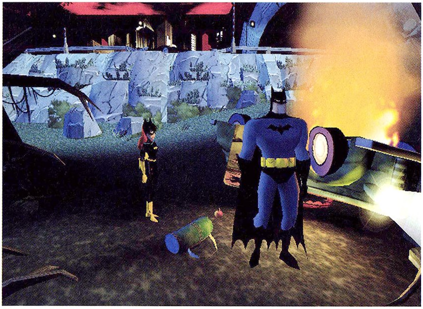
9. Which of the following Sega games will *not* be released by Acclaim?
a. Crazy Taxi
b. 18 Wheeler
c. Zombie Revenge
d. Space Channel 5

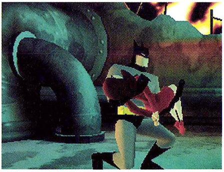
10. Which one of these folks is not a Sony Computer Entertainment executive?
a. Kaz Harai
b. Ken Kutaragi
c. Ralph Schwartz
d. Shuhei Yoshida

Answers
1. c **2.** b **3.** d **4.** b,a,d,c **5.** d
6. a **7.** b **8.** d **9.** d **10.** c

THE DARK KNIGHT COMES TO PS2

UBI SOFT ATTEMPTS TO MAKE UP FOR ITS RECENT BATCH OF KEMCO-DEVELOPED BATMAN GAMES WITH THIS BRAND-NEW, INTERNALLY DEVELOPED ACTION TITLE.





Fans of the Caped Crusader may finally have a game to really get excited about. Ubi Soft is currently developing a new Batman game for the PS2 that is already looking quite spectacular. The game, which is based on the cartoon series, is being worked on by one of Ubi Soft's French development teams (which is a good thing). Look for it to release later this fall. And be sure to stay tuned to *OPM* for more updates on it soon.

DATA STREAM

Custody Battle

A developer called K2, and not the series creator, Acquire, is handling Tenchu 3 for the PS2. Acquire had sold the rights to the franchise to Sony Music Entertainment a few years back due to a lack of funds at the time. SME eventually left the games business and decided to sell the rights to Activision, and not back to Acquire. Now Activision has decided to start work on part 3—without the original developer. Acquire is currently seeking to get the rights back.

Hoffman Sequel

Activision is already planning a sequel to Mat Hoffman's Pro BMX for release on the PS2 in spring of next year. The game will feature lots more video and music (thanks to DVD), and will be developed by Rainbow Studios, the guys who did ATV Offroad Fury.

Kinetic Racing

Sony is currently working on a racing game for the PS2 called Kinetica. Looking a bit like WipeOut or Extreme G, the game features players who wear bodysuits with wheels on them (they race in the position of the disc racers in the movie *Tron*).

More Bouncing

Fighting game fans, take notice: Tecmo's Team Ninja is already hard at work on the third installment in the Dead or Alive series. The game, which could be ready possibly later on this year, is planned for release on the PS2. Tecmo also has a new installment in its Derby Stallion series for PS2. And it might come here.

"...AN ABSOLUTE TRIUMPH - IT'S VERY LIKELY THE BEST PURE RACING GAME AVAILABLE ON DREAMCAST."

- Official Dreamcast Magazine

Dream Game Award
Official Sega Dreamcast Magazine

"... IT MAY BE THE BEST REPRODUCTION OF THE ACTUAL FEEL OF MARATHON RACING EVER."

- NextGen

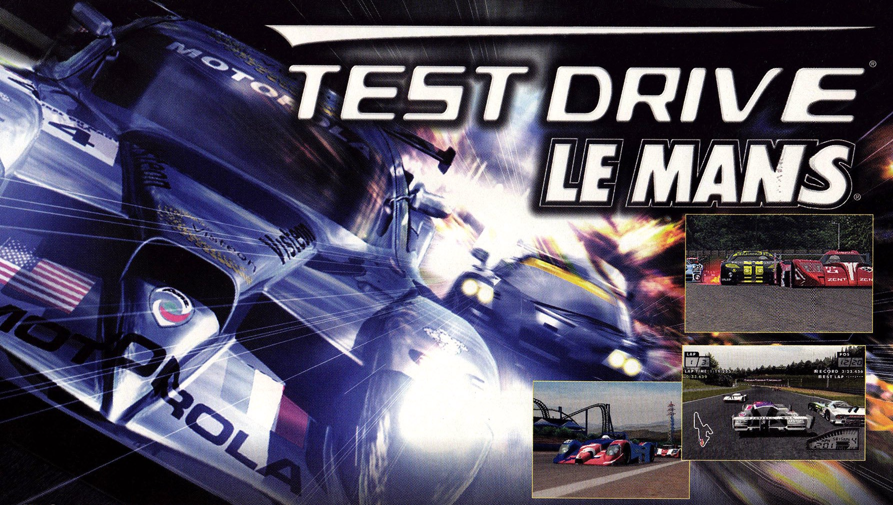
IGN.COM
EDITORS' CHOICE AWARD

DAILY RADAR
DIRECT HIT

"TEST DRIVE LE MANS IS FLAT-OUT ONE OF THE BEST RACERS EVER FOR DREAMCAST -- OR ANY OTHER SYSTEM FOR THAT MATTER."

- Daily Radar

EGM GOLD
EDITORS' CHOICE AWARD



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A.C.O. 24

INFOGRAMES

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Ricky Carmichael

Launching OPM's X-File series is THQ's motocross stud Ricky Carmichael. Ricky is shockingly good. He's not just making the biggest waves in motocross—he's the biggest splash going.

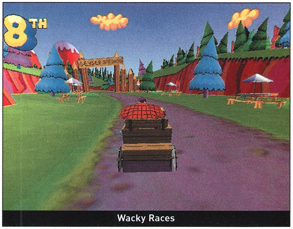
Born: Nov. 27, 1979
Went Pro: 1996
Riding number: 4

67 amateur wins and titles, four national championships, won every 125cc Supercross series in 1998, won 9 of 12 250cc races in 2000 breaking the 22-year-old single-season record

Games he's in: cover athlete for Championship Motocross, Championship Motocross 2001, CMX 2002 (PS2)

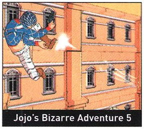
> "He's the fastest 125cc rider ever. He's about to be the first rider ever to have won a championship in each of his first three years at his level. He's about to unleash all that on the 250cc class. The clock is ticking on everyone else."
>
> —Davey Coombs, ESPN

What the Cel Is Going On?!

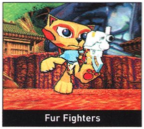


Wacky Races

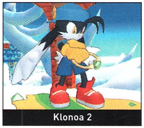
If you haven't noticed the increasing number of games being developed using a relatively new animation technique called cel-shading, you soon will. The technique, which places dark boarders around objects in order to give them a very cartoony style, is being taken advantage of by more and more developers to give their games a funky-fresh look. Or, in the case of Capcom's Jojo's Bizarre Adventure 5, to give a 3D fighting game a more 2D hand-drawn feel. In the coming months, we'll be showing you a whole bunch of other new games that use cel-shading—making for some really interesting effects. But developers aren't using this only for new titles; two games that were previously released on the Dreamcast, Wacky Races and Fur Fighters, are both being upgraded with the cel-shading technique for their PS2 incarnations. Cel-shading may be the games industry's new fad, but we're not complaining. This stuff looks cool!



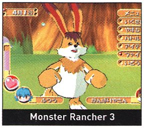
Jojo's Bizarre Adventure 5



Fur Fighters



Klonoa 2



Monster Rancher 3

THE *OPM* LAB NEEDS YOU!

It happens every day. There you are, immersed in a game, and frustration suddenly overwhelms you. "What's with this camera?!" you shout. "Why is the enemy AI so darn cheap?!" you bark as you toss the controller. "Why can't they get this right?!"

Well, here's your chance to tell us what you think is wrong with games, and—most important—how you'd fix them. Take a troubled title, dissect the problems, and apply the solution. Re-engineer gaming until it finally reaches perfection. Rebuild flagging franchises. Reinvigorate limping genres.

So quit whining and get to work already! Send us your letters and your e-mails (mark the subject line *OPM* LAB), and we'll compile the best for a future feature.

Clish MacLaver Gossip Gossip

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

The next couple of months are a busy time for me. I get to schmooze developers at the Game Developers Conference in San Jose before jetting to L.A. in May to work my groovy magic at E3. Expect some juicy stuff in the next few issues.

STARFIGHTER 2 ALREADY IN DEVELOPMENT

Didn't see this one coming, I bet, did you? Given the critical and commercial success of Starfighter, it's hardly surprising to learn that work on the sequel had already begun before the first one was finished. Rumor has it that the second game will see the multiplayer aspect become a much more significant factor. It seems we can also expect a dramatically overhauled graphics engine. Expect things to run smoother than a baby's bottom next time round, so no one will be able to complain about framerate problems or hiccups.

MORE SEGA STUFF: SEGA RALLY 3

While much of the Sega news that's been released so far has concerned previously announced or rumored games (Crazy Taxi, VF4, etc.), I'm starting to get little whiffs of information concerning completely new projects that look extremely likely to hit PS2 within the next year or so. The most exciting for me is word that Sega Rally 3 is almost a dead cert. It's still not clear if it will hit the arcades first as a possible Naomi 2 title, but given Sega's newfound love of diversification, I wouldn't be surprised to see it this year for all the "next-generation" consoles.

THE ITALIAN STALLION ON PS2

It had to happen eventually, especially given the shocking success that EA Sports has had with Knockout Kings. Someone (I've not heard *who* yet) has recently snapped up the rights to the Rocky franchise for PS2. Let's hope we see Apollo Creed, the Hulkster, and whatever that big Russian chap who Dolph Lundgren played was called, too. Voice acting from Sly? I sincerely hope so. I'll keep you posted on this little gem.

SHAKEN, STIRRED AND STILL NOT READY YET

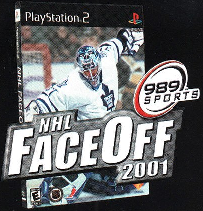
After getting very excited and then going exceptionally quiet about its PS2 Bond game, EA Games seems to have completely returned to the drawing board and is now touting something "completely new," which will no doubt be unveiled at E3 in May. There were rumblings a few months ago that the team was having difficulty adapting the Quake III engine for PS2, but since then I see that EA stablemates Bullfrog have had no trouble whatsoever adapting Q3. So what gives? Who knows. Who even knows if it's going to be based on *The World Is Not Enough*. My money is on them holding it back until the next movie is out and actually managing to coordinate a simultaneous release rather than one of these ridiculous year-later affairs. I'll keep you posted.

WIPEOUT WIPED OUT?

Rumors of WipeOut Fusion's demise may be somewhat premature. Despite going remarkably silent whenever anyone brings up the subject, SCEE has decided to hold back the PS2 game until at least September and possibly even 2002. Why? Apparently they've been having lots of troubles with the development team, and there are stories of lots of chaps jumping from WipeOut over to the glory of The Getaway project. That, and I'm sure SCEE is also taking great pains to ensure the game doesn't, well, suck.

RUMOR MILL

Looks like the next game in the EA Sports Big lineup could be a soccer title. We're also hearing that there's a pretty cool-looking mountain biking title in the works that uses a dramatically enhanced version of the SSX engine. • Still no official word on Half-Life 2 for PS2, but my sources tell me that things will be unveiled at E3 in May. More on this one next month. • Apparently there was a game concept for *Crouching Tiger, Hidden Dragon* circulating a while ago, but Sony execs canned it because it was feared the movie would be too "niche." Someone's kicking themselves over that now. • Rumor has it that the preferred platform for the next Sonic game is PS2. Wouldn't that be weird? Cool, but weird.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HOLLYWOOD BANTER

Battlestar Galactica

Studios USA big shot Dan Pasternack has been talking about the quickly developing *Battlestar Galactica* TV series spearheaded by Bryan Singer.

While chatting with scifi.com, the executive revealed that preliminary plans for the coming series are to pick up after the events of the previous '70s shows. Still, he notes, "It's a little bit premature, and we're in the very early creative inception. I will tell you that Bryan Singer's intent is to be very faithful to the spirit and legacy of the original show. I think his intent is creatively to go forward in time as the saga has continued in his mind."

Currently, there are no plans to feature any of the characters from the original series—except, of course, the Cylons. On this point, Pasternack says, "I think it's safe to say you can't do *Battlestar Galactica* without Cylons, [but] what our relationship to the Cylons will be, I can't say."

"I can assure you [Singer] is very committed to adhering to that which came before. He's not looking to take it in any direction that would be disappointing to the fans of the original show." But, then, Pasternack adds, "I don't know if [finding Earth] is the goal in this show...we could be on a different exodus."

As for when the series will premiere, Pasternack says that it probably won't be earlier than mid-season 2002, adding, "It's pretty epic stuff we're going to do. We're committed to doing it right, now that we have Bryan. It's waited some 20-odd years to be reborn."

Expect news of the likely PS2 game tie-in to be announced early next year.

CG Hulk

If Ang Lee and producer James Schamus have it their way, the title role for the Hulk movie won't be an actor, and will be created almost entirely on a computer. While talking to *Entertainment Weekly*, Schamus spoke of possibly choosing CG over an actor, saying, "If we do it, it's only because we believe that we can create a superhero/monster movie nobody has ever seen before."

www.ew.com

Jackass in Black

Jackass Johnny Knoxville has joined the cast of the developing *Men In Black 2*. According to *Variety* columnist Michael Fleming, Knoxville will join the project after wrapping his work on Barry Sonnenfeld's *Big Trouble* ensemble comedy first.

Witchblade Sourced From Comics

The *Witchblade* TV series will, thankfully, be drawing material from the original comic books. While talking to the Comics Continuum, Top Cow's David Wohl revealed some of the plans for the first series of 11 episodes, saying, "There are a few story elements from the comics that will make their way into the first season of the TV show. The two that will be seen early on are: a version of Dannette Boucher, the fashion mogul with a connection to Kenneth Irons and the Witchblade; and the White Bulls, which is a group of vigilante cops within the police force. Other than that, a lot of the background information on the Witchblade that we introduced in the comic will be shown over the course of the series. There will also be other elements that we haven't shown in the comic yet, but are relevant to the origin of the Witchblade in both the comic and the TV show."

There's still no word of the rumored Witchblade game from Core Design.

www.topcow.com

Indy 4 for 2002

European news site Ananova (the one with the talking CG chick) is reporting that the Indy movie could be in theaters next year. The site says that Harrison Ford will command a paycheck in the $20 million range to reprise the title role in the production. The site also says, "Spielberg has been discussing a spectacular farewell to Indiana movie with Ford going into production next spring." But isn't Ford getting a little old for all that jumping around?

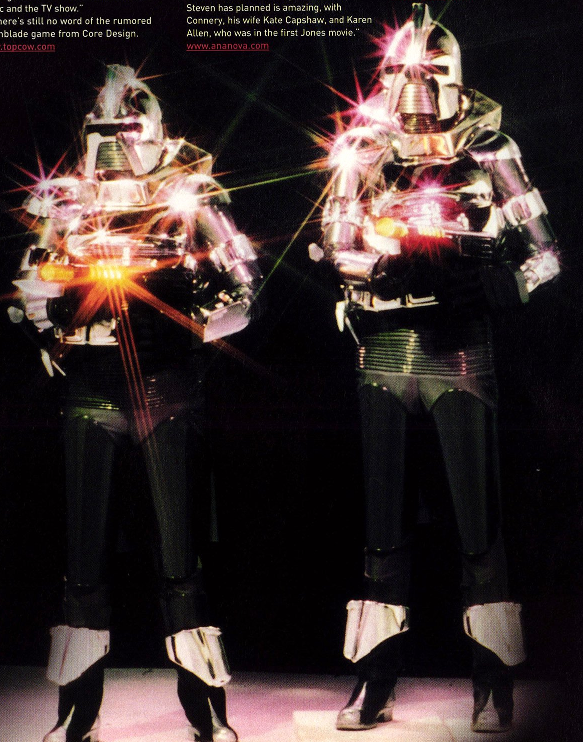
An unnamed "senior source" is reported as saying, "Steven thinks Harrison is worth every cent. The film would bring a classic end to the series....The guest-star list Steven has planned is amazing, with Connery, his wife Kate Capshaw, and Karen Allen, who was in the first Jones movie."

www.ananova.com

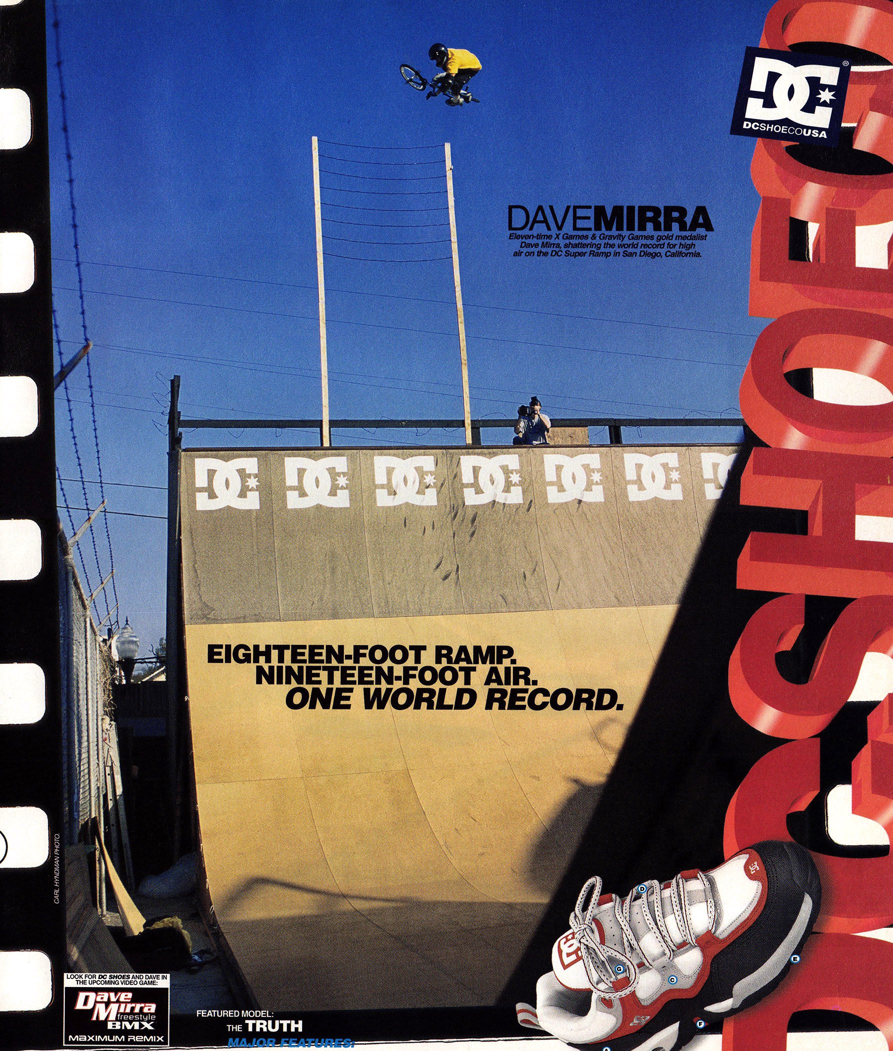
New Trek This Fall

In a follow-up to recent comments made by Rick Berman, word has it that the fifth Star Trek TV series is now locked into the UPN TV network's fall 2001 season. According to financial network On24's media analyst Rick Ellis, Viacom announced the fifth series' status while discussing its fourth-quarter earnings. Ellis reports, "They did officially say, yes, there was going to be a next Star Trek series in the fall. They were a little vague on what it is going to be, but one of the things that came out in the press conference this morning was that there was going to be a next Star Trek."

www.startrek.com



Universal Studios



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ONE WORLD RECORD.
A
B
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DAVE**MIRRA**

Eleven-time X Games & Gravity Games gold medalist Dave Mirra, shattering the world record for high air on the DC Super Ramp in San Diego, California.

CARL HYNDMAN PHOTO.

LOOK FOR ***DC SHOES*** AND DAVE IN THE UPCOMING VIDEO GAME:

Dave Mirra freestyle BMX
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- Ⓒ *ACTION LEATHER OR HEAVY DUTY NUBUCK UPPER*
- Ⓓ *PROTECTIVE LACE LOOPS AND HIDDEN NYLON LACE LOOPS*
- Ⓔ *HIGH ABRASION STICKY CLEAR RUBBER*
- Ⓕ *TRIPLE-TONE BOTTOM*
- Ⓖ *INTERNAL ELASTIC TONGUE STRAPS FOR STABILITY*

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POWELL AND MARKET
16
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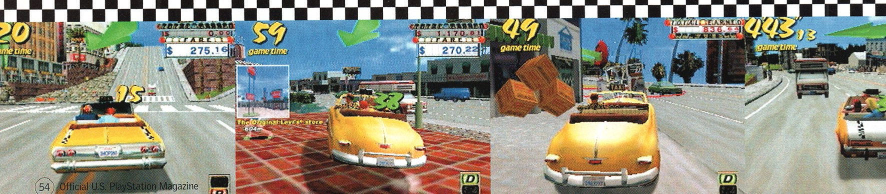
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$ 1,170.8
FARE
$ 270.22
The Original Levi's® store
604m
38
49
game time
TOTAL EARNED
$ 836.4
443"13
game time

CRAZY TAXI™

ACCLAIM OFFERS SOME CRAZY TALK

For months we've been reporting an exciting rumor...a very *Crazy* rumor. So Crazy, it's true: Crazy Taxi, Sega's most successful new action franchise over the past two years, is now officially slated for an early summer release on PlayStation 2. And it only gets weirder from there, as the company publishing the title won't be the Big S (well, the *other* Big S)—rather, Acclaim is all over this one.

Let's take a moment to let this sink in: a Sega game. On a Sony system. Published by a third party. It's like Pepsi letting RC bottle its drinks in a Coke can. Like Dodge manufacturing Mustangs with a Chevy label. Like DreamWorks' animation studios saying, "This is for you, Disney, as long as you attach Don Bluth's name to it!" *Big* stuff!

But how did this all come to be? That's one thing we may never actually know the answer to. Rumors have abounded over the past few months, but according to Acclaim it's quite simply "based on our long-term, very favorable relationships with Sega and Sony."

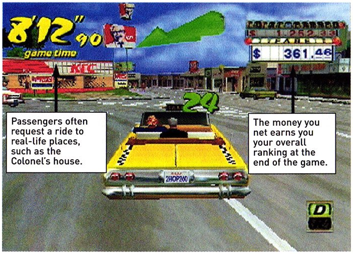
But come on. There has to be more to it than that. Perhaps the rumors we reported in depth to you in February are true. Maybe Sega of Japan really *did* give Acclaim the rights to publish Crazy Taxi, 18-Wheeler: American Pro Trucker and Zombie Revenge, along with two more of its arcade hits, all without Sega of America knowing anything about it.

No matter what the facts are, the point remains that this deal is *definitely* happening. And it's been no small task for Acclaim's in-house development team, either, which first discovered they'd handle the project in March 2000. "The most difficult aspect [of porting the game] has been integrating the original code into the PlayStation 2," says studio producer Paul Weaver. "As you well know, the PS2's internal architecture is very complex, which has required a tremendous amount of time and effort to effectively plug in all of Sega's existing code to get running. The team has been working on the game flat out now for the last nine months. [The day we found out] we would be responsible for the conversion was a proud day, indeed!"

But as with any exciting project, after the magnitude of the expected result begins to set in, one begins to realize what a daunting task awaits. "We feel that it is not a case of simply doing the game justice on the PlayStation 2," says Weaver. "It has to be definitive of the next-gen experience that the machine can provide. Adapting the code and keeping the quality high has been a hefty balancing act that's only now coming to fruition."

Neither Sega nor Sony will settle for anything less, of course, and Acclaim is doing all it can to satisfy both parties. "With Sega, we want to make sure that the game delivers on the franchise they created," says Evan Stein, Acclaim's brand director. "And with Sony, we want to make sure that the game takes full advantage of the PS2 hardware, as well as delivering a compelling, fun-to-play version of the megahit."

Unless things go horribly awry—and from what we've experienced in our exclusive first playable, they certainly



Passengers often request a ride to real-life places, such as the Colonel's house.

The money you net earns you your overall ranking at the end of the game.

Photography by Michael Sexton

$ 288.43
65
game time
$ 338.78
63
game time
$ 357.30
47

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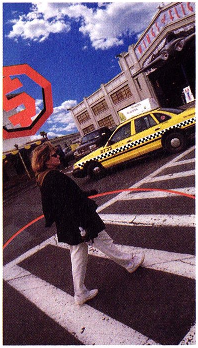
haven't—we're pretty sure that making Crazy Taxi neither compelling nor fun to play would be a serious challenge on its own. With its simple premise and frantic pace, gamers have flocked to the title, happy to drop a few quarters in the arcade machine or grasp a Dreamcast controller.

As a taxi driver in a city modeled loosely after San Francisco, you've got a finite amount of time to pick up passengers and deliver them to their destinations. Do so quickly, Offspring and Bad Religion tunes jamming on your stereo all the while, and reap the rewards—a big tip and a time bonus. Do so slowly and carelessly, however, and receive a firm tongue-lashing—not to mention a Game Over screen.

Actually *getting* your passengers to their destinations as quickly as possible is where all the fun comes in. Manned (or, in the case of Gena, womanned) by one of four too-cool-for-their-own-good drivers, your stylish convertible cab comes equipped with capabilities a tad bit short of realistic—like the ability to topple an 18-wheeler after a head-on collision...without any damage to your car, at that. It's to your advantage, however, as you zoom along at a brisk 60 frames per second, to avoid such impeding collisions. So how about giving your passengers the time of their lives by jumping ramps, weaving in and out of cars (you know—the ones that actually *obey* traffic laws), or even taking things offroad through a populated park or a trendy outdoor cafe?



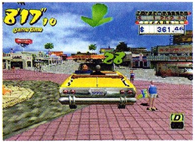
It's this whole sort of fantasy setup within a realistic setting, allowing you to drive like you've always dreamed with no serious repercussions, that has helped make Crazy Taxi a huge hit. Introduced to arcades two years ago, the game really began to draw an audience after its Dreamcast port was released in February 2000. In fact, NPD TRSTS Video Game Service reports that, at just over 580,000 units sold, the game ranks as the fifth-best-selling Dreamcast title ever—only Sonic Adventure, NBA 2K and the two NFL 2K games have sold better on the system. (One *OPM* editor confesses to having purchased a Dreamcast just for Crazy Taxi. It's that good!)

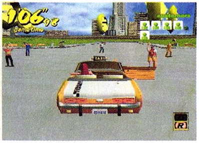
Perhaps one reason the console version exploded Crazy Taxi's popularity is all the extras included, all of which the PS2 version retains (see "Crazy Extras" for the details). But don't get your hopes up for even more gameplay on your PS2. "As per Sega's request, we haven't been able to add any extra features or gameplay," Weaver relays.

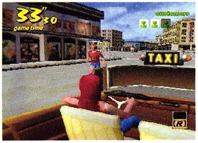
Don't feel too deprived, though—you've still got the best console version ever produced headed your way. "We have taken advantage of the extra power afforded to us with the PlayStation 2 and created the 'perfect' version of the game," Weaver claims. "It runs fast, looks amazing, and has little or no pop-up. We've pushed the draw distance back to the same distance seen in the arcade version (the Dreamcast version had reduced draw distance)—and we might go even further still. Finally, all of the game characters will be 'fully skinned'; this technique creates a more believable look to the characters, with clothes and skin stretching around their elbows, shoulders, etc., rather than being segmented.

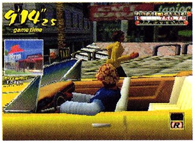
"In short," sums up Weaver, "we're trying to make it arcade-perfect...with all of the Dreamcast features included!"

Yes, folks, this is happening. Now, get out there and make some *crazy* money!

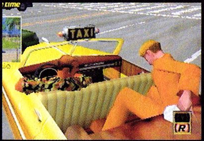








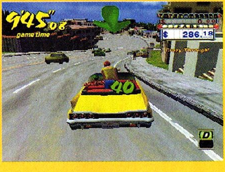
FIRST IMPRESSIONS

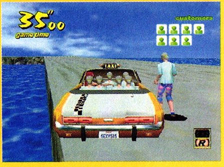


So how does Crazy Taxi stack up? Well, obviously it's too early for a review—the game's only about 65 percent complete, according to Acclaim—but we can give some basic impressions. First, the controls come off as a mixed bag. The steering, with the larger, more comfortable analog stick, is much more precise and fluid than in the Dreamcast version. Dodging and weaving in traffic is a breeze. But without the bigger "play" of the Dreamcast's fully analog shoulder triggers, acceleration and braking seem a bit too stiff. Our guess is that Acclaim's going to have to notch up the sensitivity before the final release...or risk carpal tunnel-induced lawsuits. Plus, as it stands now, the stiffness makes it difficult to perform the Crazy Dash and similar maneuvers.

It appears that the graphics are going to take up much of the other 35 percent of the development time; right now there's a load of nasty pop-up and slowdown, as well as a few ugly glitches. But these are standard issues for software this early in its cycle, and we're confident they'll be ironed out before the release. After all, Acclaim wouldn't want to give Dreamcast owners anything to brag about!

Crazy Extras





OK, so the PlayStation 2 and Dreamcast versions of Crazy Taxi are virtually identical in terms of content. What's changed, then, from the arcade version? Two things, really: First, the addition of Original Mode, a second city you'll need to learn if you're planning on wringing every last bit from the game. This second level features even more enormous hills, additional secret areas and—our personal favorite—a raised drawbridge from which to get some truly sick air. Overall, it's more challenging than the Arcade city.

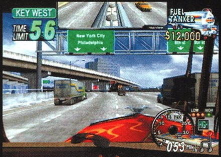
The second big addition is the "Crazy Box," a series of 16 challenges designed both to teach you the skills necessary to become an expert cabby and to *test* those skills to the utmost. Challenges range from the simple (perform a jump of a specific length, for example, or pop a series of balloons within a given time limit) to the excruciatingly difficult—one mission requires exquisitely precise power-slide stops on a tiny platform surrounded by water...all while listening to a carful of back-seat-driver grannies. Yikes.

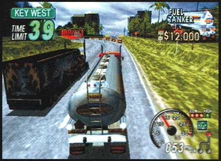
And The Rest...

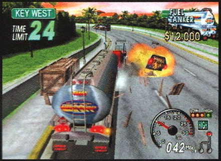
Acclaim's introduction of Sega games to the PS2 doesn't end with Crazy Taxi, as both 18-Wheeler: American Pro Trucker and Zombie Revenge are destined for the system later this year. (The screens you see below all belong to the Dreamcast versions, but if Crazy Taxi is any indication, then the PS2 ones should be nearly identical.) Will that be all, though? After all, rumors suggest a five-game deal between Sega and Acclaim. If anything *is* in the works, Acclaim's not fessing up. Take what you will from the company's five-word response to the question: "No comment at this time."

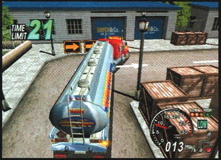
18-Wheeler: American Pro Trucker

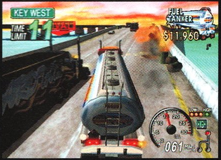
The convoy of Acclaim games headed to PS2 hits its stride within months of Crazy Taxi's release when 18-Wheeler: American Pro Trucker joins the system's lineup. A pseudo-sequel to Crazy Taxi, this one seats you several feet above the ground, with 60 feet and 20 tons of cargo behind you. It's a little more racing-intensive, though, as you travel from New York to California, busting your butt to drop loads off in time. The home version features a split-screen two-player mode in addition to the standard Arcade Mode and six minigames.





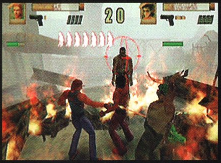


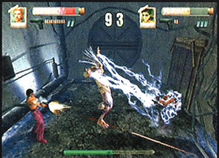


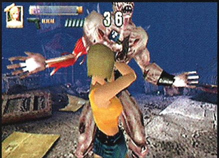


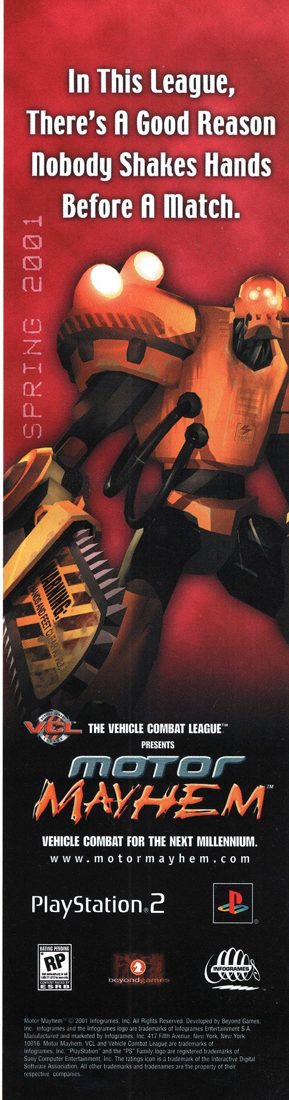
Zombie Revenge

Acclaim still hasn't officially announced Zombie Revenge, but rumor has it—*strong* rumor has it—that the 3D-action title will appear on the PS2 by fall. As the leader of a team of special agents, only you can quell a zombie threat, attacking with anything from your fists to items found in the environments. Secrets abound, including hidden weapons, shortcuts and branching paths to enhance replay value. You can even play simultaneously with a friend.








In This League, There's A Good Reason Nobody Shakes Hands Before A Match.

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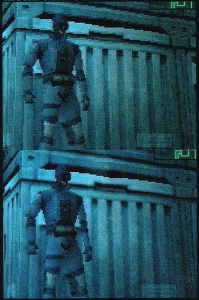
SMOOTH OPERATOR

What powers lie hidden in the Options menu of your PS2?

You've seen the "PlayStation Driver" section of your PS2's menu, right? (If not, boot up your system without a disc in, and hit Triangle twice.) Ever wondered what exactly the Texture Mapping option can do? We did too, so we put it to the test with a selection of big-name titles. The results proved surprising. (Since it's not obvious on a few of these, the smoothed versions are on the bottom.)

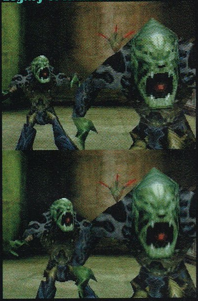
illustration by Pixel Pushers

Metal Gear Solid



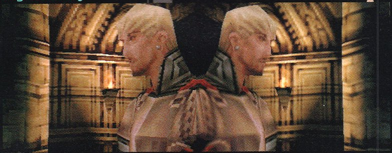
In the standard, zoomed-out view, you won't notice much of a difference. But in closeups the game looks noticeably cleaner.

Legacy of Kain: Soul Reaver



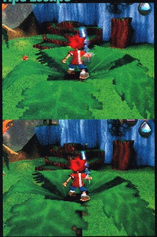
This game looked pretty sweet to start with, so regular gameplay may not look much different. Cinemas really shine, though.

Vagrant Story



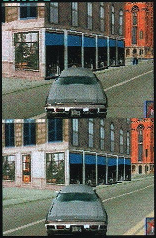
This is the mother of all smoothing stories, at least so far. *Every*thing in Vagrant Story looks better when smoothed (right). It's almost as if Square coded the game with the smoothing ability of the PS2 in mind. It's enough to make you want to play through VS all over again.

Ape Escape



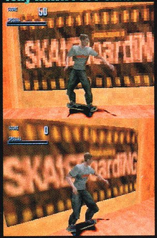
Another pretty sharp game overall, so the biggest differences you'll notice are in up-close textures.

Driver 2



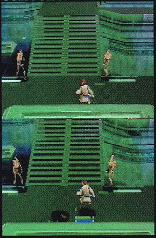
Surprisingly, there's not that much of an improvement. Perspective correction would have helped.

Tony Hawk's Pro Skater



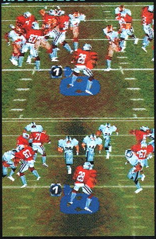
Another surprise: As great as THPS looked to begin with, it looks noticeably better smoothed out.

Jedi Power Battles



A slight improvement here, but nothing earth-shaking—not enough to bring you back to the game.

NFL Blitz 2001



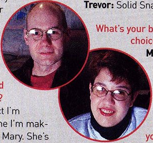
Smoothing makes the muddy, overly busy shake-fest that's Blitz 2001 significantly more playable.

Couples Who Play Together, Stay Together

This month we settled in with Bloomington, Minn.'s top gaming couple, Trevor, 28, and Mary, 31. Trevor works as a sous chef at the Radisson South Hotel, while Mary toils away as a manager at Baker's Square.

How did you two meet?
Trevor: At culinary school. At a party I asked who had the Super Nintendo. Mary was the owner, and we just became friends.

Who's the better gamer?
Mary: I'd have to say my husband, because there are times I'll just sit there and watch. Especially when he plays Metal Gear Solid.
Trevor: Cool. Thanks, honey.



If you were in charge of making a game, what kind of game would you make?
Trevor: As a matter of fact I'm almost done with the game I'm making on RPG Maker, called Mary. She's the main hero and I'm the final evil boss.
Mary: There are other characters from our lives in it, too.

Do you ever include "bedroom activities" in your gaming?
Trevor: Yeah. We'll play the same game on our own systems and whoever gets the furthest in an hour gets to pick a position.
Mary: Trevor wins a lot.

What celebrity would you like to see in a game?
Trevor: Marilyn Manson. I think he'd make a good psycho killer.
Mary: I'd say Hannibal Lecter might be nice. He'd be good in a survival horror-type game.

What do you think about the representation of women in games?
Mary: Some of the skimpy outfits are unrealistic. In a situation like Resident Evil 3: Nemesis I'd rather be wearing army fatigues.
Trevor: Well, I like Jill's skirt outfit.
Trevor (again): Ouch! *(Mary smacks him on the shoulder.)*

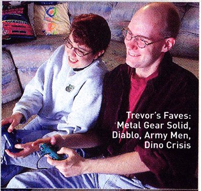
If it were Halloween tomorrow, what character would you dress as?
Mary: Rose from Legend of Dragoon, in that funky purple outfit.
Trevor: Solid Snake.

What's your beverage of choice while gaming?
Mary: H2O
Trevor: Mountain Dew.

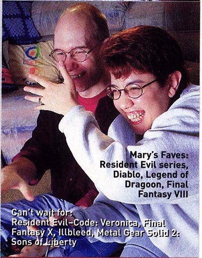
If you ran the games industry, what would you change?
Trevor: Don't advertise something if you can't put enough of it on the market for everyone. Example: the PS2.
Mary: Yeah. Damnit.

If you had 11 broken PS ones and some Super Glue what would you make?
Trevor: An entertainment center to hold a TV and a PlayStation.
Mary: I'd say, a mess.

Is gaming cool or is it for dorks?
Trevor: Very cool.
Mary: Cool. It's a relaxation technique. More people should do this.



Trevor's Faves:
Metal Gear Solid, Diablo, Army Men, Dino Crisis



Mary's Faves:
Resident Evil series, Diablo, Legend of Dragoon, Final Fantasy VIII

Can't wait for:
Resident Evil–Code: Veronica, Final Fantasy X, Illbleed, Metal Gear Solid 2: Sons of Liberty

photography by Kevin White

WE WANT YOU!

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STREET SWEEPS UP CELEBS AT ALL-STAR PARTY

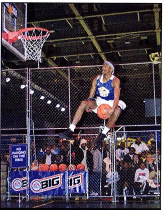
Say what you want about the NBA's modern players. Call them childish, self-serving or just plain arrogant—but the turnout at this year's NBA Jam Session (the fanfest leading up to the All-Star game) proves that hoops fans aren't disenchanted. Onlookers turned out in droves, and a lot of them were able to enjoy the sideshow that EA Sports put together.

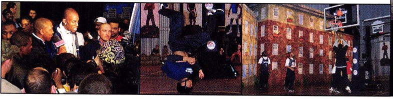
The event hyped EA's hoops presence, but most fans were interested in EA Big's soon-to-be-released NBA Street.

EA's Court of Dreams was another attention-grabber. It was designed to emulate The Cage on 4th Street in New York. Two-on-two tourneys pitted fans against one another. Teams that won three in a row took home the highly sought-after NBA Street T-shirt.

Breakdancers hit center stage for a while, and a dunking clinic was run by a soon-to-be college baller from an AAU (Amateur Athletic Union) team.

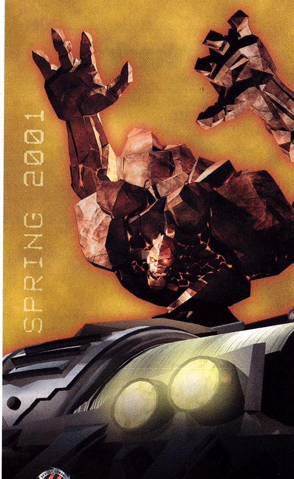
As far as stars, T'Wolves big man Kevin Garnett stopped by, as did Rockets guard Steve Francis. *American Pie*'s Jason Biggs and model Tyson Beckford also showed up, along with musical guest De La Soul.


NO HANGING ON THE RIMS
EA BIG



From left: T'Wolves Kevin Garnett plays NBA Street; a breakdancer uses his head; EA's Court of Dreams; and the dunk clinic.

In This League,
You're Always Caught
Between A Rock
And A Hard Place.



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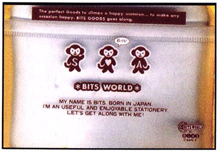
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Bits!
BITS WORLD
MY NAME IS BITS. BORN IN JAPAN.
I'M AN USEFUL AND ENJOYABLE STATIONERY
LET'S GET ALONG WITH ME!

Bookmarks

www.engrish.com
A side-splitting collection of badly translated Japanese-to-English text found on all kinds of consumer products.

www.pseudodictionary.com
Have a word that you toss around with your buds that no one else knows? Apply a definition and it might just end up on this site.

www.thespark.com
Everything from an "automatic paper writer" to an IQ test—but with a uniquely twisted slant.

www.britneyspears.ac/lasers.htm
With our favorite pop goddess noticeably absent from this issue, we couldn't help but include this site titled "Britney's Guide to Semiconductor Physics."

www.nosepilot.com
Trippy, stunning Web animation. Simply gorgeous.

www.firehole.com/simshatner
It's a William Shatner/Star Trek simulator!

www.rube-goldberg.com
Check out the unique "inventions" from this Pulitzer Prize-winning cartoonist.

www.nsa.gov
The official site of the National Security Administration ("Providing and Protecting Vital Information Through Cryptology"). Check out the Kids' Page.

www.connect.ab.ca/~barachj/car-dica.htm
Bone up on your automotive terminology before GT3 comes out. And it's useful, too—especially if you're given a repair estimate that seems, shall we say, padded?

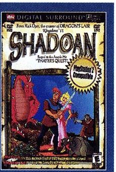
www.playstation.com
The official PlayStation Web site and home of the PlayStation store.

avantgo.com
We've all gotten Palm Pilots recently, and now we're hooked on this time-saving service.

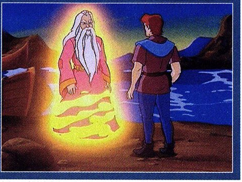
www.mp3.com/jhg
Music from *OPM*'s Joe Rybicki.

Playing DVDs

Kingdom II: Shadoan

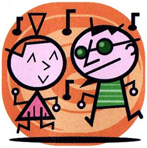

DIGITAL SURROUND
From Rick Dyer, the creator of DRAGON'S LAIR
Kingdom II
SHADOAN
Sequel to the Arcade Hit "THAYER'S QUEST"
PlayStation 2 Compatible

Digital Leisure continues its line of DVD video games (conveniently slapped with a "PlayStation 2 Compatible" label) with Kingdom II: Shadoan. The sequel to Thayer's Quest, Shadoan takes you to a world of fantasy in a graphic adventure replete with dragons, wizards and the like. But is it any good? Depends on your patience level, really. If you don't mind seeing the same low-quality animation repeatedly, you might get into the quest after a while. Unfortunately, though, most modern gamers won't care if they can stop the evil wizard Torlock from taking over the world.

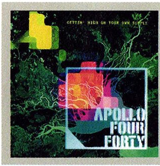


Sound Station

By John Scalzi



This month's high-octane aural delights include tracks (that's musical tracks, not racing tracks) from ATV Offroad Fury and EA Sports Supercross.

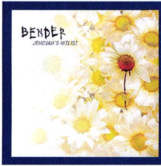


Apollo Four Forty: *Getting High On Your Own Supply*

Epic Records
Featured in: ATV Offroad Fury

On one hand, "Stop The Rock" is overplayed to an insane degree, and after the third or fourth listen, having your eardrums icepicked by a spastic gibbon would be preferable to listening to that track again. On the other hand: The rest of this album is an excellent mix of thrashy techno and spacey dub sounds—a complete album, in that it paces itself for repeated listens. Since you can just skip "Stop The Rock," the "other hand" wins out. A keeper.

Final Score ●●●●



Bender: *Jehovah's Hitlist*

TVT Records
Featured in: ATV Offroad Fury

Some people whined when I noted that Alice in Chains was a mediocre band, citing their influence on younger bands as a sign of their quality. Yeah, well, whatever, dude. Bender definitely borrows from AIC (among others), and guess what, they're mediocre—competent rockers with the ability to hit a good one now and then (especially "Isolate," a fine bit of music) but mostly nothing you haven't heard somewhere else by someone else. The good news is that it's early and they have room to grow.

Final Score ●●

CiRRUS
BACK ON A MISSION

Cirrus: *Back on a Mission*

Moonshine Records
Featured in: ATV Offroad Fury

The first three tracks of *Back on a Mission* grab you and shake you up real nice, with bounding beats and squalls that get your feet moving and your brain disconnecting—especially "Stop & Panic," which is seven minutes of thumpa-thumpa fun. Then, eh, it kind of goes slightly downhill, with the rest of the album being serviceable but unremarkable electronica. The first three tracks are mucho neato, though. If you find it in the bargain bins, snap it up.

Final Score ●●◖

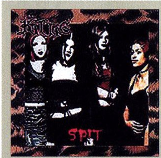
CONFRONTATION CAMP
OBJECTS IN THE MIRROR ARE CLOSER THAN THEY APPEAR

Confrontation Camp: *Objects in the Mirror Are Closer Than They Appear*

Artemis Records
Featured in: EA Sports Supercross

So this is what Chuck D. and Professor Griff have been doing with their spare time. Is it worthy of Public Enemy? Nah, not even. But, look—it's been a really long time since I've actually heard rap that talks about something other than pointless drivel, and while CC spends some time in rappers-bitching-about-rappers territory, it also spends time rapping about issues. That counts for something.

Final Score ●●●



Kittie: *Spit*

Artemis Records
Featured in: EA Sports Supercross

Why, this irrepressible all-girl quartet is just like the Bangles! If the Bangles had been whelped off of Satan's teat, that is. These girls plow through some stiff goth metal that drips alienation, angst and attitude. Not to mention lead singer Morgan Lander hits some gravelly lower-register groans that would impress Rob Zombie. Kittie gets a smidgen of credit for being women in a distinctly male genre of rock, but they get even more credit for being a credibly snarly band regardless of gender.

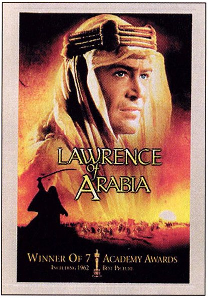
Final Score ●●●◖

John Scalzi has been reviewing music since members of Kittie were in kindergarten. No, he doesn't want to talk about it. Visit his Web site at www.scalzi.com.

DVD Reviews

By John Scalzi

From the desert, to the boxing ring, to outer space, and even to hell and back, we take you through an eclectic mix of the latest DVDs. And with Russell Crowe reviving the costume epic, what better time to revisit *Lawrence of Arabia*?

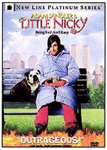


LAWRENCE of ARABIA
WINNER OF 7 ACADEMY AWARDS
INCLUDING 1962 BEST PICTURE

Lawrence of Arabia

Yeah, yeah, *Gladiator* was cool, but when you're looking for an epic motion picture—we're talking camels and sand dunes and the whole shebang—you just can't beat *Lawrence of Arabia*. It's got everything: action, history, fabulous acting by Peter O'Toole as T.E. Lawrence, and homoerotic caning scenes! Just don't ask why Alec Guinness is trying to pass himself off as an Arab, and you'll be fine. This two-disc edition of the film is massively packed with goodies, including four separate featurettes, a making-of documentary, an appreciation by Steven Spielberg, and some nifty CD-ROM historical goodies for your computer. If you love the epic sweep that only film can provide, you can't miss this one.

Movie Score ●●●●●
DVD Extras Score ●●●●●

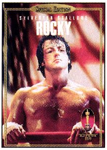


NEW LINE PLATINUM SERIES
ADAM SANDLER is LITTLE NICKY
Being Evil Ain't Easy.
"OUTRAGEOUS!"

Little Nicky

Adam Sandler as the spawn of Satan? Yeah, well, I knew *that* already. *Little Nicky* goes down as Sandler's first flop, though it's hard to see why, since it's really no worse than any of his other films, all of which (with the possible exception of *The Wedding Singer*) have the stench of rank putrification. The question isn't why this one flopped but why the rest didn't. Be that as it may, not a bad DVD package, with commentary by Sandler and the filmmakers, a heavy-metal countdown called "Satan's Top 40," and a documentary entitled "Adam Sandler Goes to Hell." Yes, by all means.

Movie Score ●◖
DVD Extras Score ●●●◖

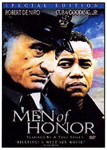


SPECIAL EDITION
SYLVESTER STALLONE
ROCKY

Rocky

Yes, there was once a time when Sylvester Stallone was not regarded as a beef-witted palooka, and it was when he wrote and starred in *Rocky*, the touching story of, well, a beef-witted palooka. Too many sequels and Stallone's subsequent career have robbed the original *Rocky* of much of its power, but if you go back to it fresh, you'll be surprised at how good it really is (it won Best Picture, don't you know). DVD extras include commentary by Stallone and director John Avildsen, a tribute to Burgess Meredith, and deleted scenes. You can also get this as part of a boxed set with all the *Rocky* sequels, but why would you?

Movie Score ●●●●
DVD Extras Score ●●●

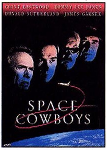


SPECIAL EDITION
ROBERT DE NIRO
CUBA GOODING, JR.
MEN of HONOR

Men of Honor

The real-life story of Carl Brashear, the Navy's first African-American diver, gussied up as a star vehicle for Cuba Gooding Jr. (playing Brashear) and Robert DeNiro (as the bigoted superior who is won over, blah blah blah). Actually a pretty good film—Brashear's story is compelling enough that it doesn't require too much Hollywood fakery to work. DVD extras are interesting, including an alternate ending and 11 deleted scenes, all with commentary by the director, commentary by Gooding, animated storyboards, and a documentary on the real Carl Brashear.

Movie Score ●●●
DVD Extras Score ●●●◖

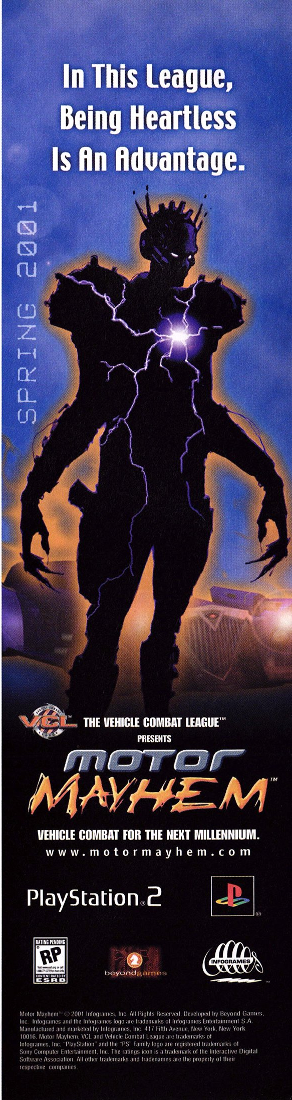


CLINT EASTWOOD
TOMMY LEE JONES
DONALD SUTHERLAND
JAMES GARNER
SPACE COWBOYS

Space Cowboys

In space, no one can hear you kvetch about getting old. *Space Cowboys* has oldsters Clint Eastwood, Donald Sutherland, James Gardner and Tommy Lee Jones (he's the young one) heading to space to solve a problem so old, everyone else has forgotten how to fix it. Damn kids! A little crustified, but still good fun. And of course, if you aged as well as Eastwood, you probably wouldn't have all that much to complain about. DVD extras are sort of light, though: Four documentaries of the making-of variety, but no commentary from Eastwood in either his capacity as director or star. Kind of a shame.

Movie Score ●●●
DVD Extras Score ●●◖



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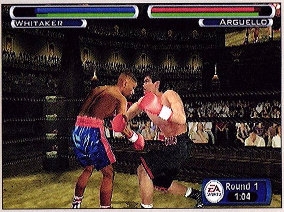
TOP 10 CHARTS

PS2 Top 10

This month the PS2 chart is full of newcomers. One of the *OPM* office favorites, ATV Offroad Fury, made a nice splash, but we're still scratching our heads about Oni's appearance at No. 5. In the wake of the stellar Smuggler's Run and Midnight Club, will all things Rockstar be bought regardless? We'll see.

	Last Month	Title / Publisher	Rating
1	—	Knockout Kings 2001 *EA Sports*	●●●●

Is it Oscar De La Hoya's intricately placed chest hair? Is it Mia St. John's hot pink boxing attire? We're not sure what it is, but we'll admit surprise that KK2001 has slugged its way into the top spot this month. Our guess: Not a lot of games are hitting the shelves lately, and hungry PS2 owners have to buy something. Oh, and it's a pretty good game, too.



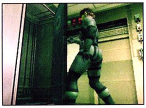
	Last Month	Title / Publisher	Rating
2	—	NBA Live 2001 *EA Sports*	●●●
3	1	Madden NFL 2001 *EA Sports*	●●●●◖
4	—	ATV Offroad Fury *Sony CEA*	●●●●
5	—	Oni *Rockstar*	●◖

Apparently no one read our review, which gave this game an awful score. Oh, well, hurry to Top Secrets for some Oni codes.

	Last Month	Title / Publisher	Rating
6	2	SSX *EA Big*	●●●●●
7	3	Tekken Tag Tournament *Namco*	●●●●●
8	4	NHL 2001 *EA Sports*	●●●●
9	5	Midnight Club: Street Racing *Rockstar*	●●●●
10	—	Rayman 2 Revolution *Ubi Soft*	●●●●●

Source: NPD TRSTS Video Games Service, mid-February 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Metal Gear Solid 2	*Konami*
2	MoH Frontline	*EA Games*
3	Gran Turismo 3	*Sony CEA*
4	Twisted Metal: Black	*Sony CEA*
5	Klonoa 2	*Namco*
6	Crazy Taxi	*Acclaim*
7	NBA Street	*EA Big*
8	Baldur's Gate	*Interplay*
9	Red Faction	*THQ*
10	Silent Hill 2	*Konami*

Japan's Top 10 PS2 and PS one Games

1	Onimusha (2)	*Capcom*
2	J-Phoenix: Overture (2)	*Takara*
3	Victorious Boxers (2)	*ESP*
4	Pachi-Slot Oukoku 4 (2)	*Aruze*
5	Tales of Eternia (1)	*Namco*
6	Mobile Suite Gundam (2)	*Bandai*
7	Dragon Quest VII (1)	*Enix*
8	Bouncer (2)	*Square*
9	Lunatic Dawn Tempest (1)	*Artdink*
10	Sangokushi (1)	*Koei*

OPM's Most Wanted PS one Games

1	Mat Hoffman's BMX	*Activision*
2	Chrono Trigger	*Square EA*
3	Black & White	*Midas Int.*
4	Castlevania	*Konami*
5	Time Crisis	*Namco*
6	C-12	*Sony CEA*
7	Tales of Eternia	*Namco*
8	Twisted Metal	*Sony CEA*
9	Arc the Lad Collection	*Working D.*
10	Dave Mirra Remix	*Acclaim*

Top 10 Selling Games, All Systems

1	Paper Mario	*Nintendo*
2	Pokémon Silver	*Nintendo*
3	Mario Tennis	*Nintendo*
4	Pokémon Gold	*Nintendo*
5	Knockout Kings 2001	*EA Sports*
6	NBA Live 2001	*EA Sports*
7	Madden NFL 2001	*EA Sports*
8	WWF SmackDown! 2	*THQ*
9	ATV Offroad Fury	*Sony CEA*
10	Tony Hawk 2	*Activision*

PS one Top 10

No big surprises on this month's PS one chart, except that Final Fantasy IX has slipped all the way down to the 10-spot. Besides the FF9 slide, Tony Hawk won't go away, and both games in the Driver series keep hanging around. Plus, we've even got a surprise appearance at No. 4 from the Blue Bomber himself.

	Last Month	Title / Publisher	Rating
1	1	WWF SmackDown! 2 *THQ*	●●●●●

The XFL may be nosediving in the ratings, but the WWF isn't losing any steam. With SmackDown! 3 recently announced, we're wondering if the XFL's "He Hate Me" might show up in the game. Or better yet, maybe he'll stir the proverbial wrestling stew at Wrestlemania by throwing down with Stone Cold Steve Austin. Either way, play SmackDown! 2. It's fantastic.

Stone Cold
01:23
Triple H

	Last Month	Title / Publisher	Rating
2	3	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
3	5	Driver 2 *Infogrames*	●●●●
4	—	Mega Man X5 *Capcom*	●●●◖
5	6	Gran Turismo 2 *Sony CEA*	●●●●●

Is it wrong that we don't sleep at night because we're too busy thinking about Gran Turismo 3? If it is, we don't want to be right.

	Last Month	Title / Publisher	Rating
6	8	Tekken 3 *Namco*	●●●●●
7	7	Tony Hawk's Pro Skater *Activision*	●●●●◖
8	9	Driver *Infogrames*	●●●●
9	—	NBA Live 2001 *EA Sports*	●●●●
10	2	Final Fantasy IX *Square EA*	●●●●●

Source: NPD TRSTS Video Games Service, mid-February 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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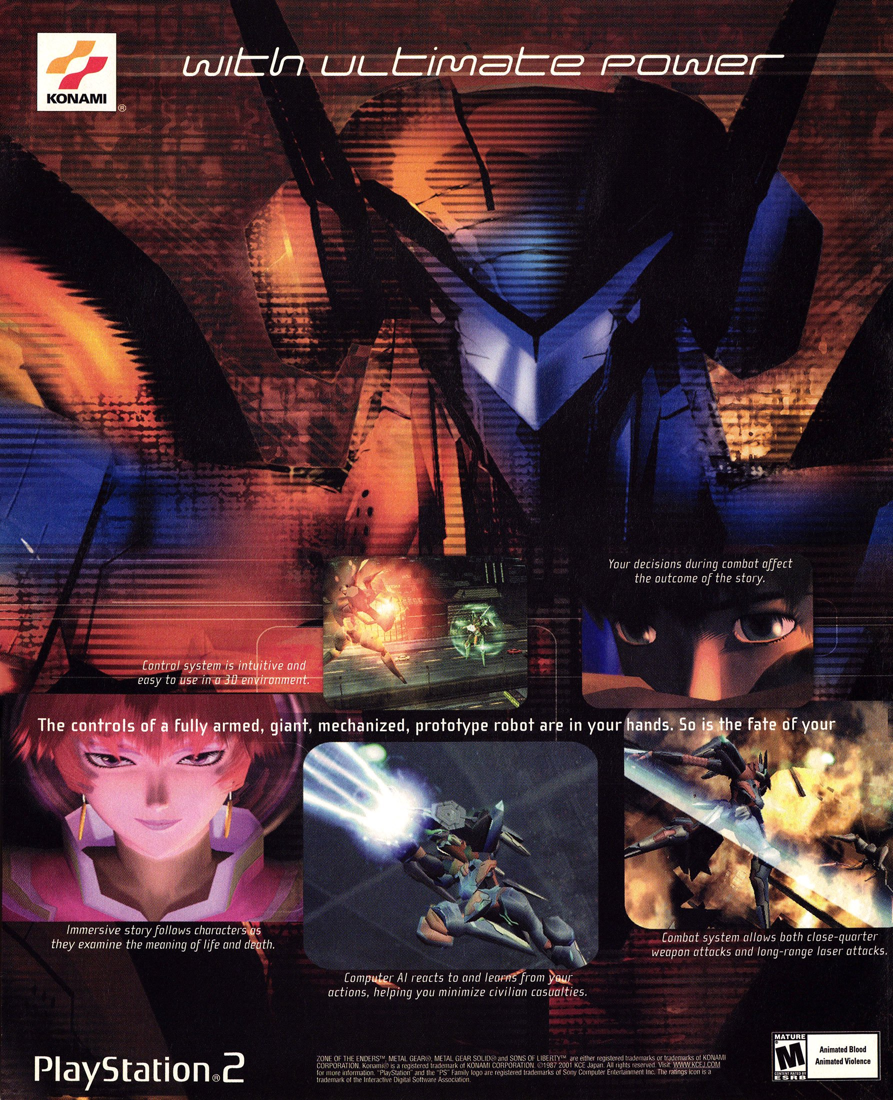
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MATURE
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Animated Blood
Animated Violence

Control system is intuitive and easy to use in a 3D environment.

Your decisions during combat affect the outcome of the story.

The controls of a fully armed, giant, mechanized, prototype robot are in your hands. So is the fate of your

Immersive story follows characters as they examine the meaning of life and death.

Computer AI reacts to and learns from your actions, helping you minimize civilian casualties.

Combat system allows both close-quarter weapon attacks and long-range laser attacks.

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> "Certainly one of the most exciting games we've ever seen, and it plays like an absolute dream."
>
> *Official PlayStation Magazine*

Versus Mode for heated, 2-player battles.

entire space colony. Life and death decisions aren't easy. But when the time comes, you'll know what to do.

EMY
SQUADS-
SURVIVOR 247
LV. 1
COMET 240

Fast-paced battle sequences with multiple enemies in full 3D environments.

Missions change when re-played.

ENEMY
3
SQUADS
SURVIVOR
LV. 1
NONE

ZONE OF THE ENDERS™

Produced by Hideo Kojima

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Coming Soon

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Star Wars: Super Bombad	LucasArts	Racing
Supercar Street Challenge	Activision	Racing
Tokyo Xtreme Racer Zero	Crave	Racing
May		
Gauntlet: Dark Legacy	Midway	Action
MS Gundam: Journ./Jaburo	Bandai	Action
Red Faction	THQ	Shooter
Rumble Racing	EA Games	Racing
Soccer America	Hot-B	Sports
WDL: WarJetz	3DO	Action
June		
Commandos 2	Eidos	Strategy
Ephemeral Fantasia	Konami	RPG
Gran Turismo 3 A-spec	Sony CEA	Racing
Lotus Extreme Challenge	Interplay	Racing
NASCAR Heat	Hasbro	Racing
NBA Street	EA Sports	Sports
Portal Runner	3DO	Action
Test Drive Off-Road: WO	Infogrames	Racing
Twisted Metal: Black	Sony CEA	Action
Other Late Spring/Summer		
007 Racing	EA Games	Action
7 Blades	Konami	Action
18 Wheeler	Acclaim	Racing
Bloody Roar 3	Interplay	Fighting
CART Fury	Midway	Racing
Cool Boarders 2001	Sony CEA	X-Sports
Crazy Taxi	Acclaim	Action
Dark Angel: Vampire Apoc.	Metro3D	Action
Dark Cloud	Sony CEA	RPG
Giants: Citizen Kabuto	Interplay	Adv.
Herdy Gerdy	Eidos	Adv.
Heroes of Might & Magic	3DO	RPG
Klonoa 2: Lunatea's Veil	Namco	Action
Le Mans 24 Hours	Infogrames	Racing
moderngroove: MoS	3DO	Music
Monster Rancher 3	Tecmo	RPG
Motor Mayhem	Infogrames	Action
MS Gundam: Zeonic Front	Bandai	Action
Paris-Dakar Rally	Acclaim	Racing
Quake III Revolution	EA Games	Shooter
RE–Code: Veronica X	Capcom	Adv.
Stunt GP	Infogrames	Racing
Future Releases		
Age of Empires II	Konami	Strategy
Armada 2	Metro 3D	Action
Austin Powers	Rockstar	Adv.
Baldur's Gate: DA	Interplay	RPG
Barbarian	Titus	Action
Batman	Ubi Soft	Action
Bust-A-Groove 3	Enix	Dancing
Champs F1 Racing	bam!	Racing
Clive Barker's Undying	EA Games	Action
CMX 2002 f/ R. Carmichael	THQ	Racing
Crash Bandicoot: TWoC	TBA	Action
Dead to Rights	Namco	Action
Devil May Cry	Capcom	Adv.
Disney's Dinosaur	Ubi Soft	Action
Dragon's Lair 3D	Mattel	Adv.
Drakan	Sony CEA	Adv.
Dropship	Sony CEA	Action
Duke Nukem	Rockstar	Adv.
ESPN Nat'l Hockey Night	Konami	Sports
Evil Twin	Ubi Soft	Adv.
Extermination	Sony CEA	Adv.
F1 Racing Championship	Ubi Soft	Racing
Final Fantasy X	Square EA	RPG
Flintstones: Viva Rock V'gas	Conspiracy	Action
Formula X	Interplay	Racing
Frogger: The Great Quest	Konami	Action
Fur Fighters	Acclaim	Action
The Getaway	Sony CEA	Racing
Grand Theft Auto 3	Rockstar	Action
Gunslinger	Activision	RPG
Half-Life 2	Sierra	Shooter
Harry Potter	EA Games	Adv.
Hidden Invasion	Conspiracy	Action
Ico	Sony CEA	Action
Kelly Slater's Pro Surfer	Activision	X-Sports
Kessen II	TBA	Strategy
Knights	Conspiracy	Action
Leg. of Kain: Blood Omen 2	Eidos	Adv.
Leg. of Kain: Soul Reaver 2	Eidos	Adv.
Legend of Alon D'ar	TBA	RPG
Legion: Legend of Excalibur	Midway	Strategy
The Lost	Crave	Adv.
Metal Gear Solid 2: SoL	Konami	Adv.
Mountain Dew/Sky Surfer	Conspiracy	X-Sports
MTV Music Generator V.2	Codemasters	Music
Navy SEALS	Jaleco	Action
No One Lives Forever	TBA	Shooter
Pirates of Skull Cove	EA Games	Strategy
Prisoners of War	Codemasters	Action
Project Eden	Eidos	Adv.
Rune	Rockstar	Shooter
Run Like Hell	Interplay	Adv.
Silent Hill 2	Konami	Adv.
Silent Scope 2	Konami	Shooter
Sled Storm 2	EA Sports	Racing
Smuggler's Run 2	Rockstar	Racing
Soldier of Fortune	Majesco	Shooter
Space Channel 5	Sega	Dancing
Spider-Man	Activision	Action
SSX: DVD	EA Sports	X-Sports
Star Trek Voyager: EF	Majesco	Shooter
State of Emergency	Rockstar	Action
Tiny Toons	Conspiracy	Action
Top Gun	Titus	Action
Virtua Fighter 4	Sega	Fighting
WipeOut Fusion	TBA	Racing
World Rally Champ. 2001	TBA	Racing
World Sports Cars	Empire	Racing
WTC 2001	Sony CEA	Racing

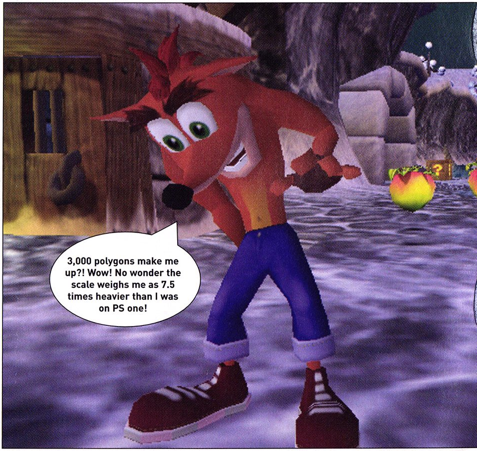
Crash Bandicoot: The Wrath of Cortex

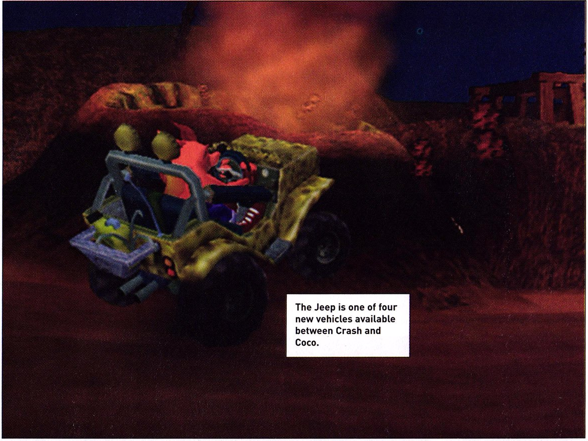
Can Crash live long and prosper on PS2?

Believe it or not, by the time Crash Bandicoot makes his PS2 debut this **November**, it will have been three full years since gaming's most popular marsupial took part in what most consider his forte, the 2.5D platform genre. But if you're looking forward to it as the return of "the PlayStation's unofficial mascot," it's about time to stop thinking of him in that manner: Not only is this **Universal**-produced Crash game not being published by Sony (in fact, we're still not sure *who's* publishing it), but don't be surprised to see the crate-smashing gaming icon pop up on competing systems in different games. And you most certainly shouldn't get your hopes up for any involvement from Naughty Dog, as the team that developed Crash now has nothing more to do with him.

So what exactly does this mean for Wrath of Cortex's gameplay? Not much, as Universal recently demonstrated to us. "The game has done so well, we wouldn't want to mess with the formula," says Prity Patel, the company's director of marketing. With this mentality, developer **Traveller's Tales** has been called upon to introduce Crash to next-generation gaming. And while what we've seen certainly demonstrates the team's ability to maintain the tried-and-true Crash formula, that's not to say you won't see anything new—actually, 35 percent of the 30-plus levels treat Crash and, to a lesser extent, Coco to new styles of action, all of which manage to retain a sense of familiarity. Most notably, you can expect levels involving new vehicles like a Jeep, Coco's scooter, a glider and, our personal favorite, the Atlas Sphere—basically one of those globes your hamster or gerbil parades around the house with. Crash's signature moves are joined by a new tip-toe action ideal for the game's stealthy moments.

But this only begins to cover everything you have to look forward to. Count on more info next month.

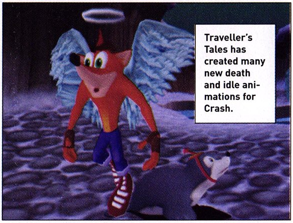

3,000 polygons make me up?! Wow! No wonder the scale weighs me as 7.5 times heavier than I was on PS one!



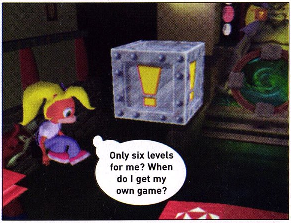
The Jeep is one of four new vehicles available between Crash and Coco.

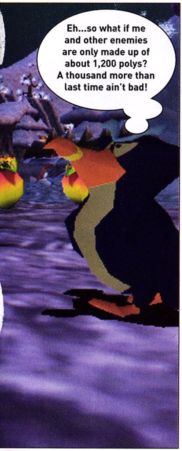
Fat Elvis Crash?

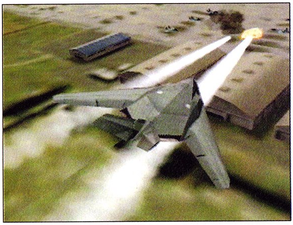
Remember Jason Rubin's column in our Crash Bash feature back in December? Remember how he suggested that his iconic creation might be headed to his "Fat Elvis period"? Universal's Daniel Suarez comments: "Fat Elvis period? I'm not convinced yet. Sonic survived from the Genesis to the Saturn to the Dreamcast. Mario went from the NES to the Super NES to the N64 to the GameCube. This is Crash's first evolution. Fat Elvis period? I don't think so."

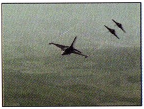


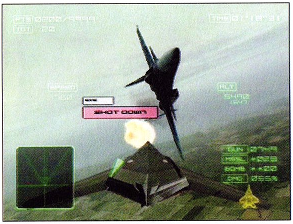
Traveller's Tales has created many new death and idle animations for Crash.

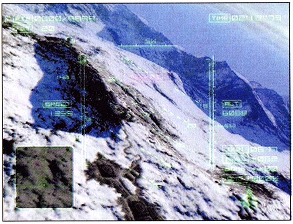

Only six levels for me? When do I get my own game?


Eh...so what if me and other enemies are only made up of about 1,200 polys? A thousand more than last time ain't bad!









Ace Combat 4

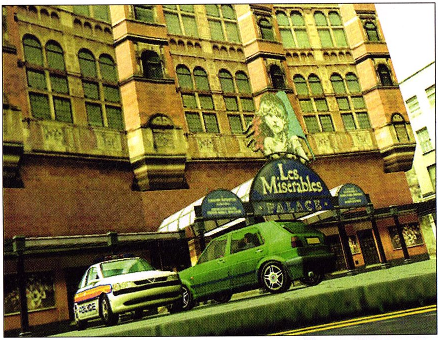
Static screens just don't do it justice. We recently saw Ace Combat 4 in motion, and we were blown away by the high-speed, detailed environments and attention to realism in this **fall** release from **Namco**. As you'd expect from this series, Ace Combat 4 features aircraft based on actual jet fighters, like the Mirage 2000, F-22 Raptor and F-15 Eagle. This time around, you'll fly and shoot your way through 24 dizzying missions. Check out the video at www.namco.com.

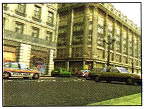
The Getaway

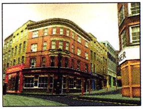
Apparently, it plays a bit like Driver

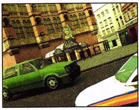
For those of you still seeking that "killer app" for PS2, The Getaway could be it. From what we've seen so far, it looks absolutely incredible. And if it's at all possible, the game stands a decent chance of sporting even more impressive visuals than the incredible Metal Gear Solid 2. Information on **Sony CEE Studio Soho**'s epic has been scarce of late, with the exception of an ever-so-slow drip-feeding of tidbits to the European press. So what's with the distinct lack of movement here in America? Although the reasons remain unclear, we have heard rumors that the title may be in the process of undergoing a name change before **Sony CEA** releases it here...hence the hold-up. Regardless of reason, it seems apparent that we *can* expect to see The Getaway—whatever it's finally called—**late this year**.

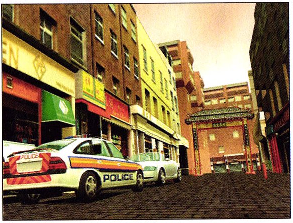
A brief update of the plot, if you haven't caught our past previews: You're an ex-bank robber trying to "go straight," but for some reason the mob has kidnapped your son, forcing you to take matters into your own hands. Set on the streets of London, expect to cruise around in more than 50 different cars. Everything appears in a frighteningly realistic manner, and although cries of "fake screenshots" have echoed from some parties, let us assure you that the images here *are* real.











Realism

One of the reasons that The Getaway looks so impressive is the amount of research that has gone into all of the graphical details. Although there is no information as to whether the game will include fully licensed vehicles, all of the car models we've seen so far very closely echo their real-life counterparts. Also, more than 40 square miles of London streets have been accurately modeled and photographed for the stunning environments.

Virtua Fighter 4

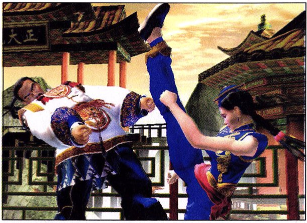
Virtually fantastic

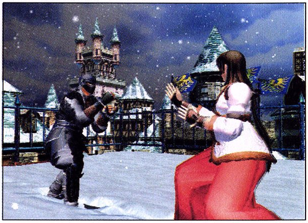
The two fiercest rivals in the 3D fighting-game arena over the years have always been Namco's Tekken and **Sega**'s Virtua Fighter. Graphically, the two games have relatively equaled one another in greatness, but because of their distinctly different styles of play, fans of either series have always debated the better of the two. And in the past, being a fan of either game also aided in hardware platform selection—Virtua Fighter fans flocked to the Sega platforms while Tekken fans were PlayStation bound. But things will be different soon. Sega, having ditched its hardware aspirations, now plans to pit the latest installment of its flagship fighting-game series up against Tekken—on the same platform. **By early 2002**, Virtua Fighter and Tekken 4 will be battling it out on the PS2. Which is definitely a good thing for Sony fighting-game fans, who will finally get the best of both worlds.

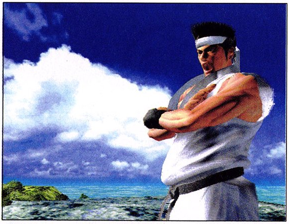
For those of you already familiar with the series, here's what we know about the latest installment so far. First off, two new characters have been announced: one a bald Chinese monk skilled in a variation of Shaolin fighting known as Rakan Ken, the other a female character—and that's all we know about her. Nearly all of the other popular Virtua Fighter characters return, with Akira, Kage, Jeffrey, Jacky, Aou, Lau, Sarah, Lion, Pai, Wolf and Shun Di having been already spotted.

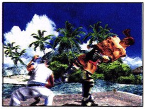
Virtua Fighter 4 employs the same control scheme as the first two VF games, with buttons for kicking, punching and defensive commands. Gone is the Evade button introduced in VF3. Instead, VF4 features eight-way free movement, which no longer limits your control to a 2D plane (in other words, it plays more like Soul Calibur). Talk of an automatic blocking system is also making the rounds.

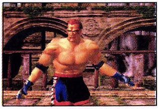
As we can easily discern by these screenshots, VF4 is a sight to behold. The characters are no doubt some of the most detailed we've ever come across in a game, and the backgrounds look stunning. These shots were grabbed off of the Naomi 2 arcade board, but Sega insists it will be able to deliver similar results on the PS2. (Well, that's not entirely true...the PS2 graphics could actually be *better*.)

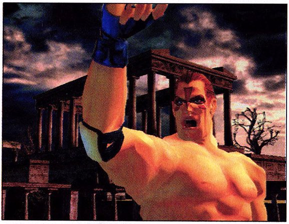


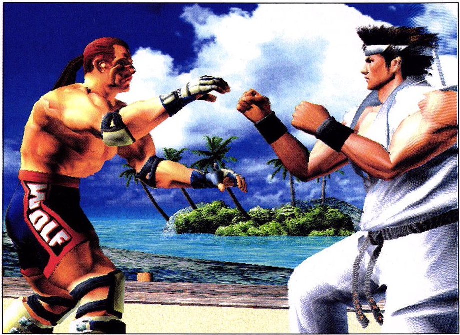


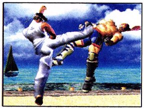












08
Y○U CAN TURN IT □N BUT YOU C△N'T TURN IT ✕FF.

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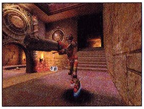
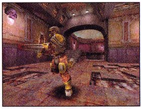
PS2™

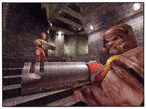
Quake III Revolution

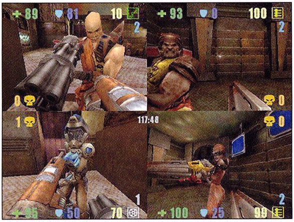
When good games go solo

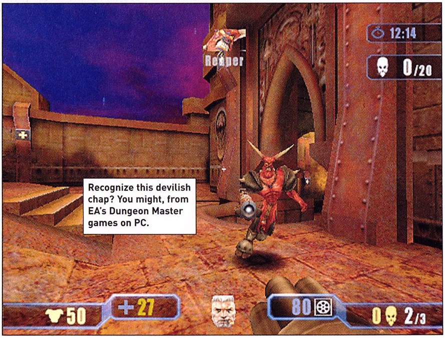
So, what happens when an online-centric game arrives on a console whose online presence is still under construction? Well, for one thing, a significant storyline is added to the arena play of the original. Then, character-development mechanics are implemented, giving the players a chance to power up their alter egos over time—and pit the newly buff characters against those of their friends. New levels are added. And, of course, **EA** threw in four-player split-screen competition. And then there are the new weapons, new power-ups, new bosses...heck, just check out our review for youself, on page 101.











Recognize this devilish chap? You might, from EA's Dungeon Master games on PC.

Ribbit

Some might be surprised to learn that the PS2 incarnation of Quake III is being overseen by Bullfrog Productions. The company's past history has included almost nothing but strategy games: They're responsible for the Populous, Syndicate, Power Monger, Dungeon Keeper, Magic Carpet and Theme Park series. We're curious to see how they fare with a straightforward action title.

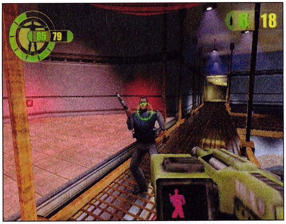
Red Faction

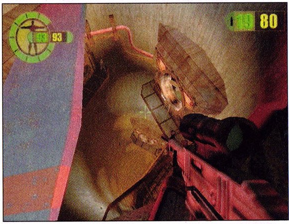
Holey war

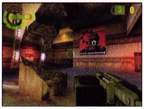
If you've been following the development of Red Faction as closely as we have, you're no doubt familiar with the concept of the "Geo-Mod" engine. This is the technology that allows real-time, dynamic destruction of nearly every surface in the game. Now that we've finally gotten our hands on a playable version of the **THQ** first-person shooter, we've spent some time exploring the possibilities of this new technology. And believe us, it's amazing.

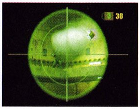
With the proper weaponry, no rock surface can stand between you and freedom. Door locked? Just lay a few charges next to it and soon you've got a handy bypass. Want to take out an enemy without exposing yourself to danger? Blast the power-mad bastard through a wall—the handy heat-sensitive scope on your rocket launcher makes it a breeze. (Check out the screen below for an example.) And it's not hard to find powerful weaponry; six different vehicles come packed with their own vehicle-specific weapons.

THQ has also released some more details on the multiplayer mode. Apparently, the target is two-player split-screen combat, which may prove disappointing to fans of TimeSplitters' or Unreal Tournament's four-way modes. But Red Faction is also due to include "Geo-Mod specific" multiplayer modes. Imagine having to seek out your opponent in a maze of self-build tunnels! You'll want to brush up on your skills in time for the **early May** release.









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Express.com	No	N/A	N/A
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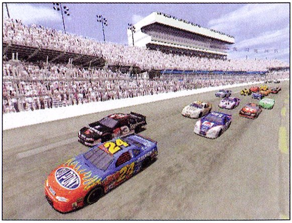
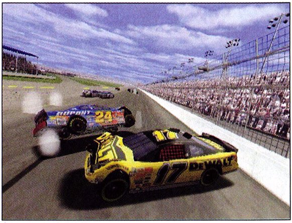
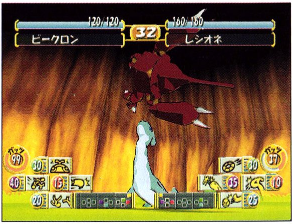
all data as of 3/6/01





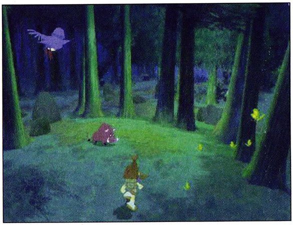
NASCAR Heat

When we reviewed the PS one version of NASCAR Heat back in January, we voiced disappointment in little else than its subpar graphics. That's not a problem anymore. Now that new Hasbro Interactive owner **Infogrames** is primed to release a PS2 version, the unique play modes setting it apart from EA Sports' NASCAR 2001 might just establish it as *the* PS2 NASCAR franchise by which all future ones are judged. We should know for sure by this **summer**.



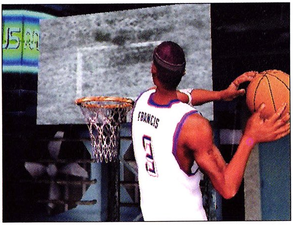
Monster Rancher 3

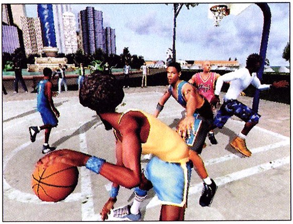
This **summer**, **Tecmo** aims to give those annoying Pokémon another run for their money with its release of Monster Rancher 3. And the game's getting more than just a facelift (but check out those groovy cel-shaded graphics!). Monsters have more varied behavior patterns, including detailed facial expressions. Breeders also have greater control over their progeny during battles and on the ranch. Plus, you'll be able to use DVDs as well as CDs to breed creatures.



Herdy Gerdy

You might not think a "herding" game would be so intriguing. But **Core**'s Herdy Gerdy, due out this **fall**, shows plenty of promise. With graphics resembling a Disney cartoon, and a story of a young lad who sets out to save his father and ends up saving his world, the game is quite ambitious. What's more, all of Gerdy's actions can affect his environment; if, say, Gerdy scares a herd of cows, they might in turn scatter a gathering of "Bleeps" that Gerdy tries to round up.





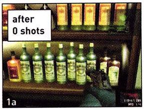
NBA Street

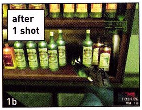
Two months ago, we gave you the exclusive first look at NBA Street in our **EA Sports Big** feature. Since then, the game has taken some quantum leaps, and we're more excited than Spike Lee after a Sprewell tomahawk jam. This **June**, you'll take part in some serious three-on-three, no-rules ball, as a cast of fictional street legends teams up with all the best NBAers. The beautifully crafted courts take you from the rooftops of L.A. to the wintry gloom of Boston.

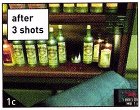
Metal Gear Solid 2

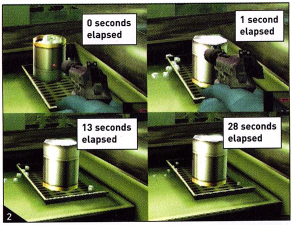
Exploring the details

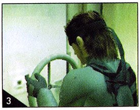
We recently received the demo of Metal Gear Solid 2 now appearing with Z.O.E. And, yes, it is *that* good. But beyond the cool stealth action offered by **Konami** (who, by the way, has now delayed the release of MGS2's full version until **early 2002**) comes unprecedented attention to detail. Don't believe us? Just check out some of the nice touches below: **1)** We told you months ago that the wine bottles seen here can each be blown to bits—but we had no idea how many *times*. It takes four shots from the tranquilizer to blow this particular bottle to total oblivion. And a puddle and shards *still* remain. **2)** Notice how the ice melts after you've shot up this cup. Better yet, the placement of the ice depends upon where you shoot! **3)** When Snake tries to open this door, the handle comes off. Can't go in there... **4)** No, that downed enemy isn't smoking. Those are two tranquilizer darts that stay exactly where Snake planted them. **5)** Pellets of rain impede Snake's first-person view. Face the direction of the wind for the full effect. **6)** If you punch and kick away at a locker, unlocked doors will fall to the floor, while locked ones merely go in. **7)** A couple of lockers house pin-up girls. Go inside, close the door, and actually *kiss* them by hitting R1. **8)** This window shatters according to the placement of shots it endures.

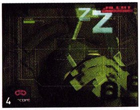


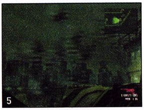


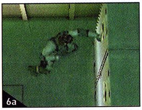


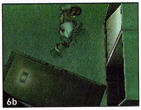


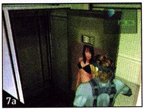


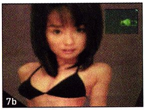


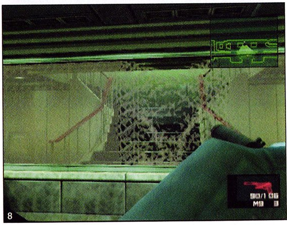












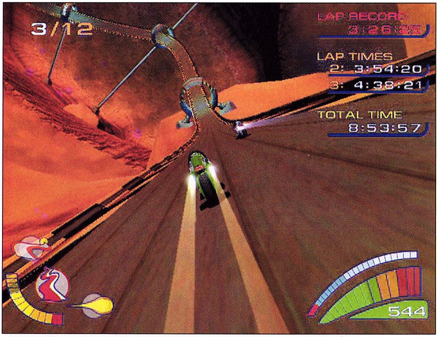
Extreme-G 3

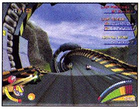
It's WipeOut on motorcycles

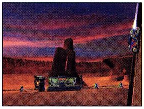
Made popular on the Nintendo 64, **Acclaim**'s Extreme-G series heads for the PS2 complete with the graphical upgrade warranted by the system. This latest installment, though, is being developed by Acclaim's **Cheltenham** studio, made up of former Psygnosis (WipeOut, Rollcage) members—not by Probe, the outfit that handled the prior two.

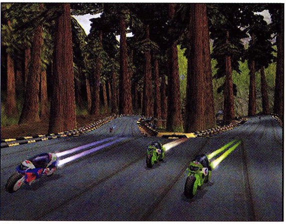
Extreme-G 3 is a futuristic racing game that requires you to twist and turn along massive tracks designed to make you sick to your stomach. Backgrounds are filled with animation to make the world whizzing by seem even more realistic. The team has also spent much time with the PS2's dynamic lighting and special effects to add intensity to the on-screen action. "We believe this game to be one of the best-looking PS2 titles in development," lead designer Nick Harper tells *OPM*.

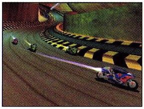
As you'd expect, Extreme-G 3 allows you to obtain a selection of weapons as well as turbo boosts—which, by the way, create sonic booms if you surpass the sound barrier. Your bike also realistically animates in relation to its handling, showing airbrakes and thrusters. But best of all, you can take on a friend via split-screen action after Extreme-G 3 hits stores in **August**.

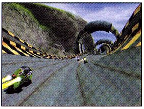












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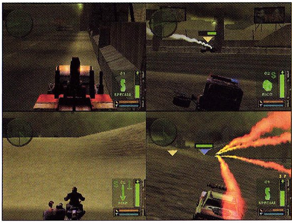
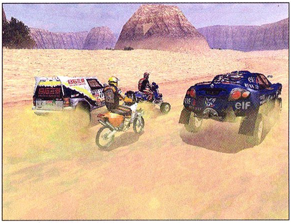
Maken Shao

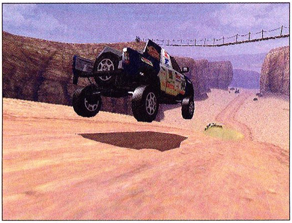
A remake of the Dreamcast first-person hack-and-slash title Maken X, Maken Shao comes to the PS2 with a slew of upgrades and additions courtesy of **Atlus**. Most importantly, the game now offers a third-person perspective, which could greatly improve the gameplay. Other notable additions include new cutscenes, moves, effects and some different level layouts. Featuring impeccable visual design, Maken Shao should fare well when it hits Japan this **summer**.



Twisted Metal: Black

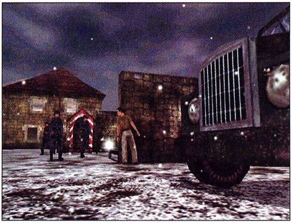
While **Sony CEA**'s new, more mature and, well, *twisted* Twisted Metal offering should serve up some great single-player action, the four-player multiplayer madness might just prove itself as Black's most rewarding aspect. Overall, we'll see 21 multiplayer levels—some of which are purposely modeled similarly to previous Twisted Metal stages. Some levels also change as time progresses, such as a prison ship that docks with land. The fun begins in **June**.





Paris-Dakar Rally

Acclaim adds to the ever-growing stable of rally games on the PS2 this **May** with Paris-Dakar Rally. Based on the yearly rally that runs over 10,000 kilometers through France and Northern Africa until it reaches its end in the city of Senegal, this **Broadsword Interactive**-developed title features lots of offroad racing action with real Paris-Dakar racing teams, motorbikes and 4x4 trucks. The game's environments were even approximated from actual race footage!



Prisoner of War

Medal of Honor Frontline isn't the only World War II-themed game headed for PS2—in fact, **Codemasters** just might beat EA to the punch with a planned **fall** release for Prisoner of War. As four Allied officers imprisoned at camps like Salonika, Stalag and Luft III, you've just got one thing in mind—escape! Working together, the four can overturn the horrors occurring at Colditz Castle. But they'll need plenty of stealth and handy weaponry in order to ensure their freedom.

Grand Theft Auto 3

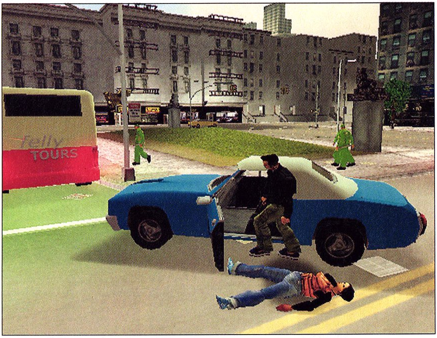
The original kings of carjacking

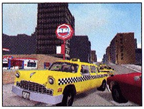
When Driver first came out, plenty of folks said it reminded them of a 3D Grand Theft Auto. So when it was revealed that Grand Theft Auto 3 was making the move to 3D, the initial reaction of many was something like, "Wait a minute, hasn't this been done already?" But after taking a trip to developer **DMA Designs**' offices for some extensive hands-on play time, we're pretty confident the answer is no.

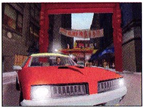
For one thing, Driver is, well, a driving game—and GTA3, while relying heavily on driving, is a great deal more. Like in the previous games, you'll be able to carjack any vehicle at any time (the game will include roughly 45 models) anywhere in the city (from buses and limos to surprisingly realistic-feeling boats and even one very unusual airplane), but you're also able to move about freely on foot. And we're not talking about the cobbled-together walking engine of Driver 2; GTA3 features a remarkably robust third-person 3D engine for simply running around the city. Oh, and shooting things—the game includes approximately 10 weapons, from shotguns and flamethrowers to the perennial favorite, the sniper rifle. (Incidentally, you don't have to be on foot to use your weapons anymore. New to GTA3: drive-bys. Nice.)

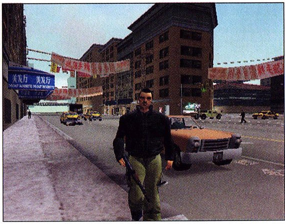
We'll also see the return of the non-linear odd-job format of the previous GTA games. The difference is, this time there's a main story that runs through the whole game...a story that's a bit better fleshed out than "become a gangland badass." This means that about 45-50 missions are required to complete the game...with another completely optional 50 or so. Some of these tie loosely into the story, but others are entirely separate. For example, if you carjack a taxi, you can earn cash by transporting pedestrians to their choice of destination. (All this, and Crazy Taxi, too...)

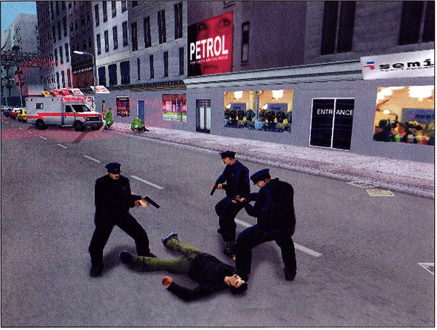
And the game looks to be making the jump to 3D admirably. The city is varied and detailed, with a day/night cycle and weather effects that make for some lovely graphics. Even at this early stage (GTA3 is slated for an **October** release) the city has a feeling of gritty realism, complete with litter, traffic...and prostitutes. Hey, if you want sweetness and light, you shouldn't be looking at a **Rockstar** game anyway.

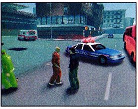


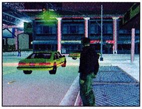






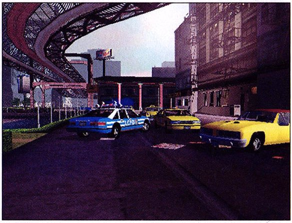


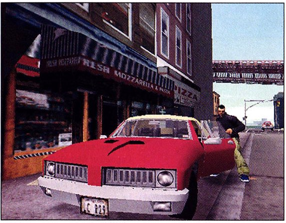


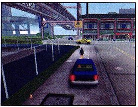


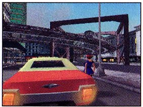
For the Kids

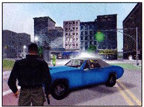
In an interesting move possibly drawn from the world of rap music, DMA is considering developing two different versions of GTA3. The "real" game would without question earn an M rating by the ESRB, so DMA is tossing around the idea of spending a little extra time to tone down the violence, swearing and adult themes—all of which are in abundant supply—in order to release an additional, T-rated version. Could this turn into a new trend?

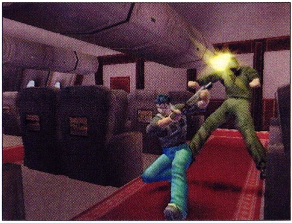


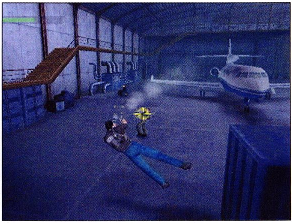






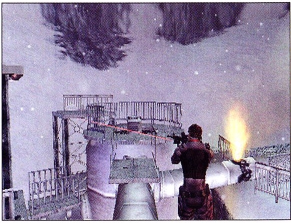






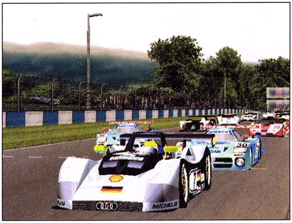
Dead to Rights

Namco has high hopes for Dead to Rights (due out in **2002**), calling it one of the first true second-generation PS2 games. DTR promises a cinematic feel, borrowing liberally from John Woo and other Hong Kong action directors. The game shies away from the weapons collection/management prevalent in most third-person shooters; if you need a gun, you'll have to wrest it from the hands of a foe, and when you're out of ammo, you'll likely toss it and search out a new one.



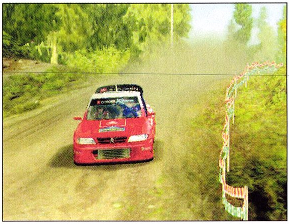
Extermination

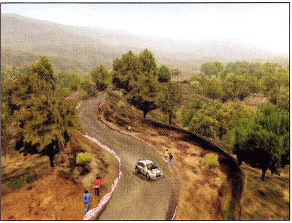
Sony's new survival horror game has finally been given a release date—be prepared for action in **July**. We recently got some hands-on time with the game and were immediately blown away by its graphics. Some of the environments and effects are simply stunning, and there are some gigantic creatures to be found in the game. The gameplay seems a tad simplified at times, but overall it's pretty cool. We'll deliver more details and screens for Extermination next month.



Le Mans 24 Hours

Last year's Test Drive Le Mans for Dreamcast blew gamers away with its amazing graphics and exceptional driving physics. But a straight PS2 port this **summer** isn't quite good enough for **Infogrames**. For Le Mans 24 Hours, new additions include rearview mirrors, real-time headlights, and animated drivers and pit crews. Race day and night—*all* day and night!—through 12 real-world tracks as one of 70 licensed cars (the 30 new ones come straight from the Le Mans 2000 race).





WRC 2001

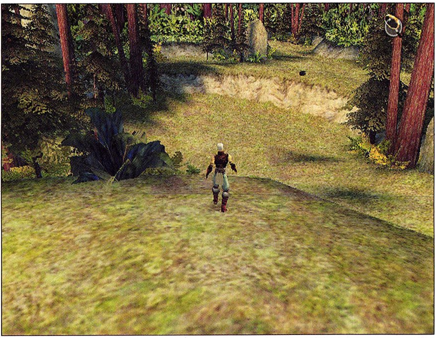
Yeah, we already ran shots of WRC last month—but when games look as good as this, how can we refuse to run more? **Evolution Studios** is clearly working some magic with the PS2 hardware and, no doubt, have some impressive texture management going on. **Sony CEA** is currently talking about bringing the game to the U.S. market later this year, but have yet to finalize anything. With WRC, GT3 and others like Test Drive, racing games will flourish on PS2 this year!

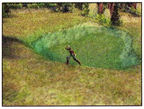
Legend of Alon D'ar

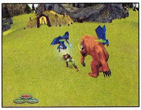
No more lonely RPGers

It's no secret that U.S.-developed RPGs have rarely done well on the consoles. But **Stormfront Studios** hopes to change that with the **Ubi Soft** release of Legend of Alon D'ar in this year's **third quarter**. While PlayStation owners may only know Stormfront from EA's NASCAR games, PC gamers might recognize the company from some of the first Advanced Dungeons & Dragons titles on the PC way back in 1991.

So how are they planning to woo console gamers used to the Final Fantasy/Dragon Warrior template of RPGs? A continuous, immersive experience, for one thing, with a story told through in-game cinematics and a "seamless 3D world." Within this environment, four characters travel, interact with townspeople, and fight enemies all on the same screen, without the jarring transitions to town and battle screens. And speaking of battle, the game uses what the designers refer to as a "phased-combat" system: Battles happen in real time, but each action results in a variable recovery time during which the character cannot attack. But the most intriguing feature by far is the multiplayer element: At any time, a second player can take control over half of the adventuring party, with the ability to relinquish control to the computer whenever he or she wishes.







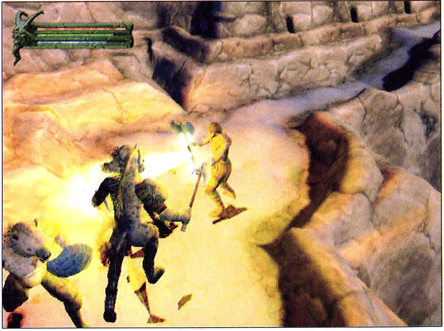
Strong Words

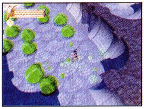
Jim Tso, senior producer for Legend of Alon D'ar, isn't shy about his expectations regarding the game: "I believe this will be one of the first RPGs that takes advantage of the PlayStation 2's hardware capabilities and uses it to enhance gameplay. One example of this is that because there's no loading screens or breakaway for combat, the player is always in the same environment. This really increases the sense of immersion."

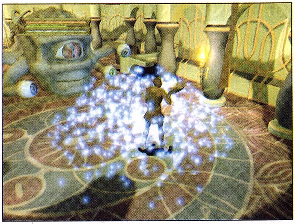
Baldur's Gate: Dark Alliance

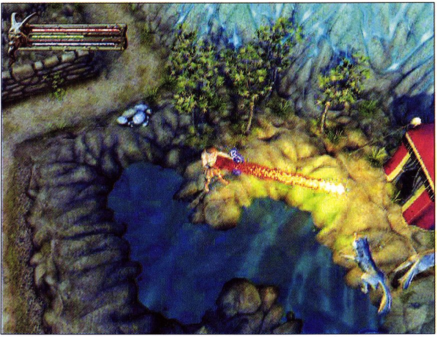
A guaranteed hit?

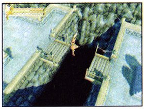
It's safe to say that we were quite shocked when **Interplay** recently unveiled the latest addition to its successful Baldur's Gate franchise in San Francisco. We attended the event with a certain amount of trepidation, expecting a rehash of the PC title slightly rejigged for joypad play. Sure, we had known that a BG game was in the works...but we had no idea that it would impress us so much. Developer **Snowblind Studios** has done a spectacular job of presenting the AD&D Forgotten Realms world in a way that all should find accessible. Although some may accuse the team of stealing an idea or two from Diablo (or even Gauntlet, for that matter), the gameplay appears far more in-depth, with quests requiring both puzzle solving and all-out action. This is a different kind of RPG from what we'd see from Japan—but it's certainly just as compelling. While the worlds you travel to are huge and extremely atmospheric, the quality of the visuals should strike you the most. While many have criticized the PS2 games released so far for any number of crimes against aesthetics, Dark Alliance truly *is* beautiful. Just check out the screenshots we have here. Excited? Well, you only have to wait until **fall** before the Dark Alliance unites.

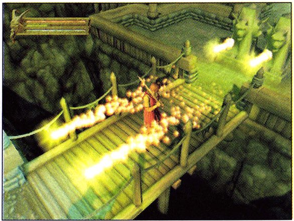


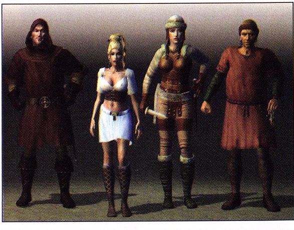






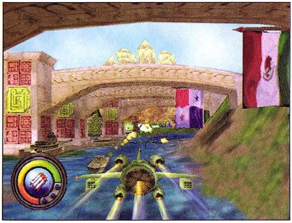






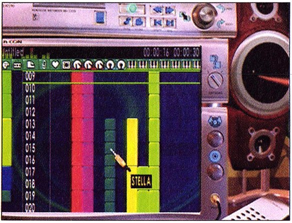
Super Models

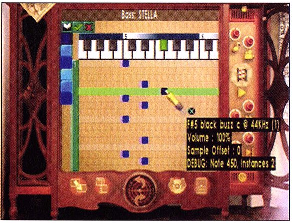
Even though you don't see much detail in the player models during gameplay, each is actually incredibly well-rendered. The characters you see above are the models from the game. When you talk to people, the close-up view allows you to see everything—mouth, teeth, eyeballs (and, in the serving wench's case, nipples). As the gameplay begins, it simply zooms out using the same models.



WDL: WarJetz

This **spring**, **3DO**'s second World Destruction League title replaces the lumbering, ground-based Thunder Tanks with some speedy aerial WarJetz. The whole apocalyptic future motif returns, as does a WWF-style presentation complete with charismatic announcers. The game sports 25 levels through eight unique environments, spanning the globe from Antarctica to New York (complete with the Statue of Liberty)...even to Atlantis. Grab a friend and blast him to bits.





F#5 black buzz c @ 44KHz (1)
Volume : 100%
Sample Offset : 0
DEBUG: Note 450, Instances 2

MTV Music Generator 2

Since our last Music Generator 2 update, we've fiddled around with the program hands-on and have noted a number of improvements. For one thing, you can now quickly cue to a specific song position by using the D-pad, making on-the-fly adjustments that much easier. And a powerful "autochord" feature makes melody construction much simpler, as well. Unfortunately, **Codemasters** has no plans for mouse support. Perhaps they'll reconsider before the **May** release.

Project Eden

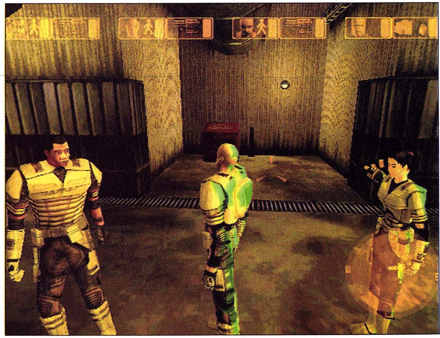
It's a team effort

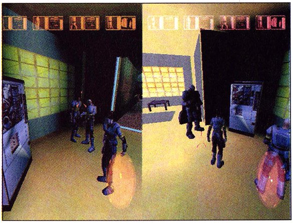
It's developed by **Core** for **Eidos**. It's a third-person action adventure game for the PS2. But no, it's not Tomb Raider. While Core might have surprised some by announcing its first game for Sony's shiny new machine wouldn't star Lara (oh, that's on its way, though...don't you worry), Project Eden shouldn't disappoint those looking for a massive new experience.

For one, Project Eden isn't just a simple action/adventure title. While it does have plenty of action—and more than a little adventure—this game also packs in plenty of platform, puzzle, shooting and exploration. And it has some of the largest levels *ever* seen in a video game. The levels are so huge, in fact, you'll often see a structure way out in the distance—so far out it looks like nothing more than just a background graphic—and then a few minutes later, you'll actually be in it, looking back to where you first started. The feeling of scope in the levels is so immense it's dizzying.

But, of course, the idea behind Project Eden isn't just large environments; it's a team-based game that actually utilizes true cooperation. Not only do you need to use one of the four different characters in certain situations (one can walk through fire, one hacks computers and so forth), you can actually play through the game with four of your friends controlling the team members at the same time via split screen! And even if you lack friends, your teammates' AI still helps you take down enemy guards and the like.

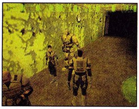
Core has taken particularly extra care in developing a storyline as ambitious as the gameplay. As the head of a special police squad, only your team can find out why several technicians are missing. By the way, it would probably help if we explained Project Eden takes place in the far future...that thanks to the lack of land, cities have grow *up* instead of *out* (think *Fifth Element* or *Judge Dredd*), and these said technicians went to the bottom levels to try to figure out why power is being knocked out. And there are some strange—even *deadly*—things down there. Things you'll face yourself this **summer**.

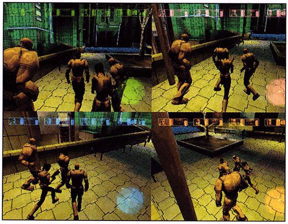


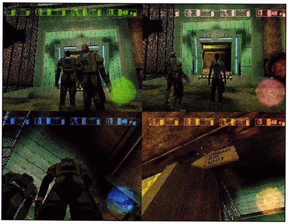


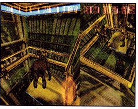
The Uncivilized

H.G. Wells' *The Time Machine* had the Morlocks. Marvel's X-Men had the, um, Morlocks. But those who dwell below the rest of civilization in Project Eden have a name of their own—the Underlife. And, being comprised of criminals, cultists and the deranged, they're not exactly the nicest bunch of lads you're likely to run into. But it gets worse. As you descend even farther and reach an area once known as the "ground," things get much more interesting...









Pre-Order Watch

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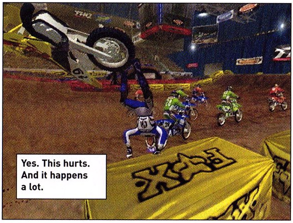
Amazon.com	No	N/A	N/A
Buy.com	Yes	$48.99	5/15/01
EBWorld.com	Yes	$49.99	5/15/01
Express.com	Yes	$48.99	5/15/01
GameStop.com	Yes	$49.99	5/15/01

all data as of 3/6/01

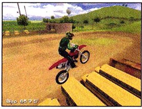
CMX 2002 featuring Ricky Carmichael

Let the PS2 dirt-biking begin...

With the fantastic ATV Offroad Racing out there right now, it's easy to forget that the PS2 still has yet to see a motocross game in the dirt-biking sense of the word. But that'll change this **summer**, when **THQ** launches the franchise formerly tagged with the longer Championship Motocross moniker on the system. One big difference, though: Instead of previous developer Funcom bringing things to life, **Pacific Coast Power & Light** has taken over. From what we've experienced via our exclusive first playable, it appears that the control scheme has been refined to better accommodate for tricks, of which well over 20 exist. (It also makes for a lot more wipeouts!) On the racetracks themselves, we were especially impressed with the ambience offered by some—birds fly overhead and trains pass at random moments on one track, for instance. Throw in some creative stunt competitions (see sidebar), 10 customizable bikes and Create-A-Rider, and we're certainly looking forward to a more final version.

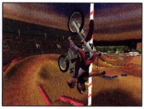


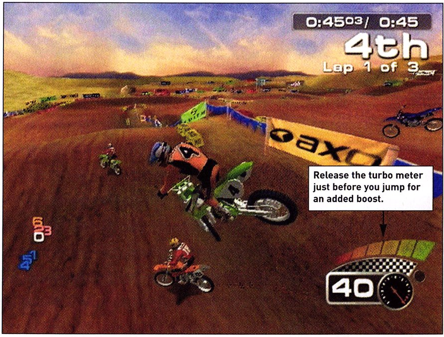
Yes. This hurts. And it happens a lot.



Daredevilin'

CMX 2002's stunt courses all offer a standard form of competition, as you perform tricks for three minutes and accumulate points all the while. Yeah, that's what we all expect these days. But CMX ups the bar by making them not only take place in cool locales (construction sites, rock quarries, etc.), but also throwing in interesting new elements. This gap of buses, for example, slowly widens as time progresses, making things tougher and tougher as you go.





Release the turbo meter just before you jump for an added boost.

Previewed Inside

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Mat Hoffman's Pro BMX 82
Ronaldo V-Soccer 84
Sea-Doo Hydrocross 84

Coming Soon

April		
Blast Lacrosse	Acclaim	Sports
Blaster Master: BA	Sunsoft	Action
Deep Sea Fishing	Acclaim	Fishing
Digimon World 2	Bandai	Adventure
Kasparov Chess	Interplay	Chess
KISS Pinball	Take 2	Pinball
Spec Ops: Ranger Elite	Take 2	Action
WDL: WarJetz	3DO	Action
May		
Batman: Gotham City Racer	Ubi Soft	Racing
Black & White	Midas	Adventure
Mat Hoffman's Pro BMX	Activision	X-Sports
Motocross Mania	Take 2	Racing
NASCAR Racers	Infogrames	Racing
Point Blank 3	Namco	Shooter
Ronaldo V-Soccer	Infogrames	Sports
Roswell Conspiracies	Red Storm	Action
Sea-Doo Hydrocross	Vatical	Racing
Sheep Raider	Infogrames	Action
June		
Alone in the Dark: TNN	Infogrames	Adventure
Rayman: Back to School	Ubi Soft	Action
Time Crisis: Project Titan	Namco	Shooter
Future Releases		
Arc the Lad Collection	Working Designs	RPG
Arthur's Quiz Show	The Learning Co.	Trivia
Buffy the Vampire Slayer	TBA	Adventure
C-12	Sony CEA	Action
Castlevania	Konami	Action
Chrono Trigger	Square EA	RPG
Digimon Card Battle	Bandai	Cards
Digimon Grand Prix	Bandai	Racing
Dracula: The Resurrection	DreamCatcher	Adventure
Dragon Warrior VII	Enix	RPG
Hidden & Dangerous	Take 2	Action
Inspector Gadget	Ubi Soft	Action
Planet of the Apes	TBA	Adventure
The Simpsons Wrestling	Activision	Wrestling
Tony Hawk Skating	Activision	X-Sports
Twisted Metal 5	Sony CEA	Action
V.I.P.	Ubi Soft	Adventure
Who Wants to Be a Millionaire 3	Sony CEA	Trivia

Mat Hoffman's Pro BMX

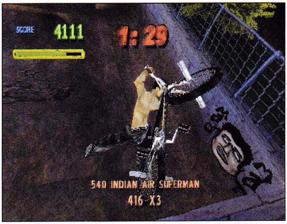
Start saving up for that new bike

When Tony Hawk's Pro Skater swept through the gaming world, its influence rippled well beyond sitting in front of the television with a Dual Shock in your hands. Suddenly, skateshops were bogged down with newcomers wanting to build a board from scratch so they could try a Fandangle or maybe an ollie. With that in mind, expect similar repercussions when **Activision**'s next X, Mat Hoffman's Pro BMX, hits stores in **May**.

Now, nascent BMXers will be dusting off their old Huffy, attaching freshly manufactured wheel pegs, and punching handlebar-sized holes into their chests. *Fun!* Seriously, though, Pro BMX has the same charm as its skateboarding counterpart (they share the same **Neversoft** engine), which means similarly outlandish tricks are accessible with the press of a button. We've had a chance to play the game, and take it from us: You can do some wily, gravity-defying maneuvers with little practice. This is pick-up-and-play at its finest—which is what made Pro Skater such a success.

The Career Mode features a similar system to the game that made Tony Hawk's star shine more brightly: Accomplish five goals, each within two minutes. Expect to grind killer rails, find a Hidden Tape, do a little practical vandalizing, and score a whole bikepark full of points. Seven bikers join Hoffman (Dennis McCoy, EXPN's Rick Thorne and Kevin Robinson, among others), each featuring his own dynamic special moves and unique riding style for use through huge, diverse environments. They'll cruise through an underground London train station, for example, and then try to topple the monster ramps at Oklahoma City's Hoffman Bikes.

For all the BMX lovers who are tiring of the competition, Pro BMX could very well be the best biking game yet.



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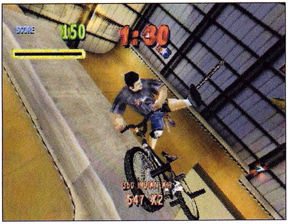

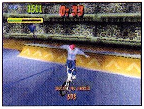

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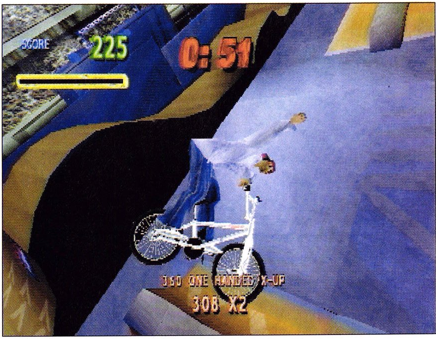
Jackass

Mat Hoffman has had over 50 concussions and as many surgeries as broken bones (which is a lot)—and he'll still try anything. The latest example of Mr. Hoffman's courage came during his recent appearance on an episode of MTV's *Jackass*. His goal was to go all the way around a wooden loop-de-loop. Hoffman, after a few gnarly bails, managed the difficult feat. But nothing was finer than when he completed the trick while riding in a chicken suit.

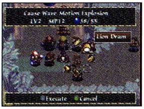


Arc the Lad Collection

Rejoice! Be glad! It's Arc the Lad!

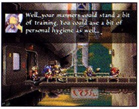
Long before Final Fantasy VII, prior to the first Suikoden, even before the horrendous Beyond the Beyond, there was Arc the Lad. A true first-generation RPG, Arc the Lad garnered a small cult following, with many a hardcore gamer yearning to see the title brought over to the States. Alas, it never came here, and neither did its two sequels. But now, more than half a decade later, **Working Designs** is gearing up to release the full collection in a massive package that's sure to be stuffed with all kinds of goodies like a hardbound manual, a making-of disc, and plenty of collectible items.

We recently played through the entire first disc (hold your gasps—the first game is relatively short, with a completion time of less than 10 hours), and we're pleased to report that we're pleasantly surprised. Sure, the graphics are severely dated (think of it as a 24-bit game rather than a full-blown 32-bit stunner). Sure, it's linear to a fault, with a limited storyline and not much opportunity for free exploration or interaction. But Arc the Lad also sports a solid, enjoyable strategic battle interface—which is the real star of the game. Arc also has one of the gentlest learning curves ever for this kind of battle system, and as such should serve as an excellent introduction to its sequels, both of which are longer and deeper than the first game. As to be expected from a Working Designs localization, Vic Ireland & Co. have managed to shoehorn in some extra personality to the writing, and we're told they'll further tweak the text and gameplay before its probable **summer** release.



Say What?

How old is Arc the Lad? Back in 1995, in the Premiere Fall issue of *P.S.X.* (*OPM*'s predecessor), we ran a preview. "Arc the Lad is equal to Final Fantasy III on the Super NES!" we trumpeted. Characters even "remove hats in the presence of royalty." And in big letters, we called Arc "The Final Fantasy of the PlayStation!" So what the heck does that make FFVII, VIII and IX?


Well, your manners could stand a bit of training. You could use a bit of personal hygiene as well.

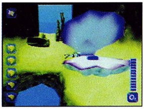
Pre-Order Watch

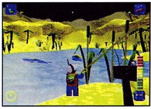
STORE	PRE-ORDER	PRICE	SHIP DATE
EBWorld.com	Yes	$69.99	6/15/01
GameStop.com	Yes	$79.99	7/2/01
Amazon.com	No	N/A	N/A
Buy.com	No	N/A	N/A
Express.com	No	N/A	N/A

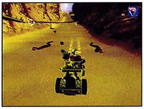
all data as of 3/5/01

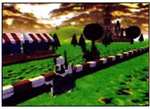
Lego Island 2

Since the only screens we got from **Lego Media** of Lego Island 2 were a mixed batch of PC and PS one shots, don't be surprised if this **recently released** title fails to look quite as sharp as these shots would indicate. Still, Lego Island 2 (the first was PC-only) seems to have a lot going for it. Through 18 levels—everything from swimming, to fishing, to skating, to parachuting and more—it's up to you as pizza-delivery boy Pepper to defeat the evil blockhead Brickster.



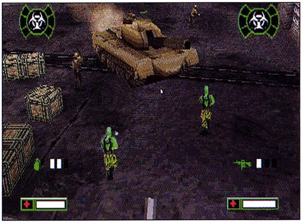






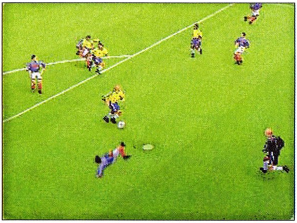
Army Men: Green Rogue

Now available from **3DO**, the PS one incarnation of Green Rogue offers much the same as its souped-up PS2 counterpart (see *OPM* 41), with its Ikari Warriors-inspired arcade-shooter action. By yourself or simultaneously with another player, kick some Tan ass with your Captain America-like Omega Soldier. At press time, it was unclear as to whether this is just a less-pretty version of what the PS2 will soon see, but if so, expect 16 levels of vertically scrolling madness.



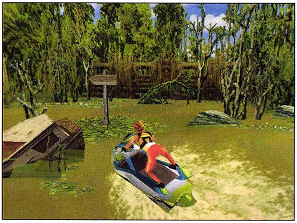
Ronaldo V-Soccer

We're not sure exactly what the V stands for (virtual?...video?...virile?...vapid?), but **Infogrames'** new soccer title does feature the endorsement of one of the world's most dominant players, Ronaldo of Brazil. In addition to leading your favorite of 64 international teams to every aspiring soccer player's dream—the oh-so-coveted V-Soccer Cup—you can play with an alternative set of rules like KO style, where the first team to score one, two or three goals wins. Get your kicks in **May**.



Sea-Doo Hydrocross

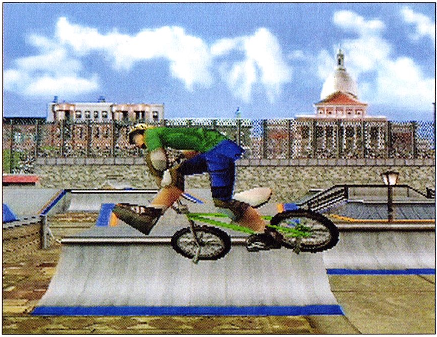
This month, **Vatical** invites you to hop aboard one of five Bombardier Sea-Doo watercraft models as one of eight characters, performing as many as 14 tricks as you race your way through eight diverse locales, like the Louisiana Bayou, a Desert Island, the Paris Sewers and the Venice Canals. The game includes a physics engine capable of being adapted to Arcade settings or Realistic ones, and in addition to your standard single- and two-player races, a Story mode also exists.

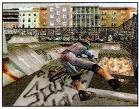


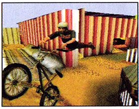
Dave Mirra Freestyle BMX: Maximum Remix

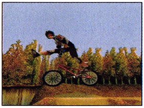
A sequel? Yeah...well...sort of...

The PS one BMX wars have begun. The original Dave Mirra Freestyle BMX hit shelves before any of the competition (i.e., Activision's Mat Hoffman and THQ's T.J. Lavin-endorsed offerings) were anywhere near conclusion. Based on the sales of the first Mirra, it was obvious that the PlayStation owners were ready for a BMX game to jostle their imaginations. The first Mirra sold so well that **Acclaim Max** has decided to upgrade the original by adding all kinds of extras this **May**. It's like a special edition of the first game, only instead of video clips and the like, you'll be served with eight new levels, all-new objectives and an Expert Mode to humble the Mirra BMXperts. Now the game includes 20 tracks (up from 12), extra stat categories (Biggest Combo, Biggest Spin, Longest Nose Manual) along with the newly added Wall Ride. With all the modifiers, you'll be able to rip off over 1,300 different tricks. And when we find out what new music to expect from the already hefty soundtrack, we'll let you know.









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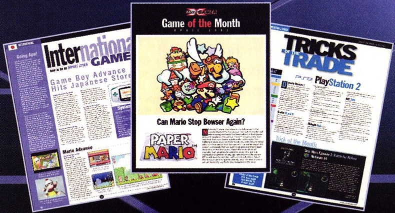

International GAMER

Game Boy Advance Hits Japanese Stores

Mario Advance

Game of the Month

Can Mario Stop Bowser Again?

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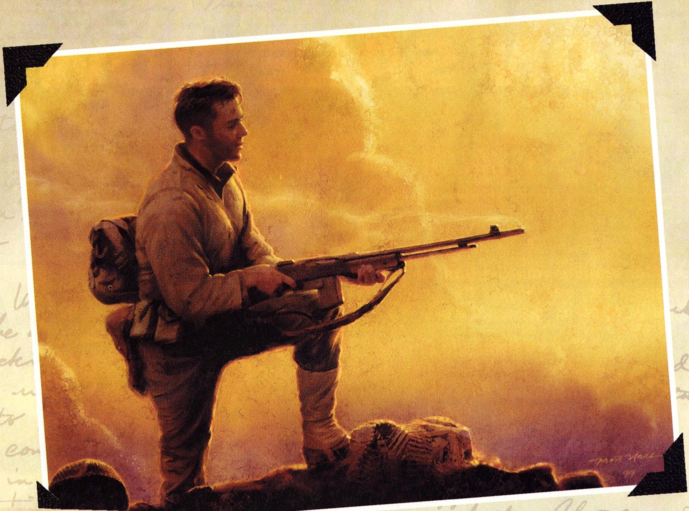
PlayStation 2

Trick of the Month

ON NEWSSTANDS EVERYWHERE!



Medal of Honor Frontline

Hindered only by the limitations of technology in the past, the Medal of Honor team breaks its boundaries with the PlayStation 2 and sets out to craft the biggest and most advanced video-game war epic ever.

By Sam Kennedy
Photography by Grove Pashley

"To be honest, when I first found out that we were going to be working on a new Medal of Honor game, I wasn't sure I really even wanted to be a part of it."

As he walks me down one of DreamWorks Interactive's lengthy hallways, MoH Frontline lead designer Christopher Cross quietly confides his early lack of enthusiasm for the project. "I mean, I thought we had pretty much done everything possible with the series with the first two games."

Turning left and heading toward the doors exiting the developer's main lobby, he continues. "But as we began work on the game, especially thanks to the abilities of the PS2, we kept on finding out more and more awesome things to do with the series. Now, there's not a thing you could do to get me off of this project—I wouldn't even leave for a million bucks." I can tell by the tone of his voice and the look in his eyes that he is completely serious. Which sticks in my head, because damn, that's a lot of money.

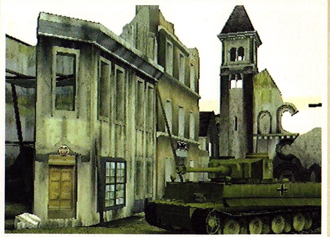
We exit the main doors and join up with his fellow team members amassed outside for a photo shoot. And it's here, while hanging out casually with a bunch of guys who can't go more than 20 seconds without a good Homer Simpson quote or a German impersonation, that I realize why Chris feels this way. And why he's not alone. Sure, they joke around, they call each other names, they, as a group, sway back and forth and sing "Edelweiss" while the photographer tries to get them to stand still for a pose. But when it comes down to doing what they know how to do best—making WWII games—these guys don't mess around. They live and breathe this stuff. So it came as no surprise that even while goofing off in the middle of a photo shoot, new ideas for the game were being tossed about. And it also came as no surprise, while talking with each member of the team, that these guys are pulling out all the stops for this new incarnation of Medal of Honor. That there's not one aspect of this already great game franchise which isn't being upgraded in some form for the PS2. That Medal of Honor Frontline is already shaping up to be one of next year's biggest games. And the cool thing is, they know it.

It's nighttime and the setting is Oosterbeek, a small Dutch town where an important OSS operative is based. You, as Lieutenant Jimmy Patterson, are sent to contact him in a bar populated by Nazi officers. In the guise of a German soldier, you carefully approach the bar. "They all turn their heads toward you as you enter," lead animator Sunil Thankamushy explains. "You catch a glimpse of a few who lean toward each other whispering among themselves, eyes still locked on you. You take a deep breath and walk toward the middle of the room. The officers look at each other—some nonchalantly, some quizzically. You aren't sure if your cover fully works. You feel queasy. You note uneasily that at least three officers have an MP40 (the standard German auto weapon) by their sides. You debate with yourself whether you should continue to move into the bar or reach for your weapon before they do. In the nick of time you note one officer whose expression changes from quizzical to alarmed. You decide to waste no more time."

While this scenario might sound like some fancy CG cutscene from some other game, this is the latter portion of "Level 2-2" in Medal of Honor Frontline. The entire scene is controlled and played out by you. Act smooth and you might slip by unnoticed. Show some sign of fear—perhaps looking at an enemy for too long, or hesitating when being asked a question—and you might just get shot. It's all in your hands. "The typical option of shooting your way through is not available," Cross adds. "All the player can do is hope that the disguise is working, which if it does, the Germans all launch into a traditional drinking song. Either way, this entire scene is filled with tension." It's this level of nail-biting suspense that the Medal of Honor team hopes to have running throughout Frontline. It's something they've always wanted to do, but haven't been able to until now. "There's no way we could have done anything like this on the original PlayStation," says Frontline producer Scott Langteau. "Take that pub for example. We just couldn't have nearly that many characters on the screen before." (The previous games couldn't handle more than four at once.) "And the emotion we can generate on the characters now is so far beyond what we were doing before."

But the pub is just one of the many cinematic and tension-filled areas that these World War II buffs have planned for Frontline. There are so many scenes that are now possible with the PS2. Take, for example, one in which you walk across a giant grass meadow that spans a mellow Dutch pasture. Thanks to the massive environments the PS2 can generate, you'll be able to traverse these great distances, and not only on one designated path. As you walk, an occasional cow might be grazing nearby. And you'll probably have to watch out for a sniper or two poised behind a bush in the forest off in the distance.

Or, take, for example, this other scene in which you have to make your way across a moving train. "We will have a train level that should blow every other train level out of the water," enthuses Cross. "The player is on an armored train and has to use its weaponry against everything the Germans can throw at him." As you hop from car to car, taking out enemies along the way, you'll come to a gun turret in which you can blast away objects farther down the train. Or, if you need to, set your sights on other objects not even on the train. "This is a big factor," says Cross. "In a train level it's important to give the player a real



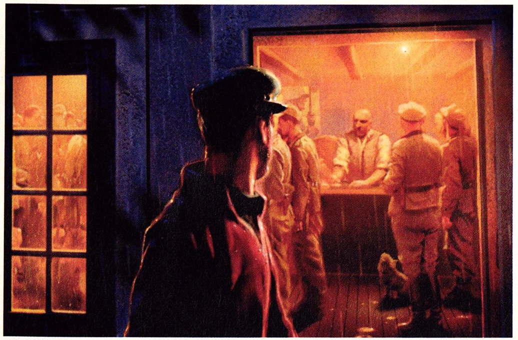
Above is a concept render, and above that is the actual sequence running in real time, albeit extremely early and with no effects turned on.

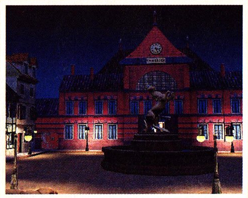
A GAME MAKER'S RESPONSIBILITY

"It is exceedingly important to us that we send out the right message where Medal of Honor is concerned. If someone walks away from the MoH experience and feels that we have glorified or glamorized the WWII experience, then we have failed at our mission. We often say that the series is authentic, not accurate. We attempt to do our best at telling the stories of men and women who've risen above and beyond the call of duty to perform extraordinary feats in the face of extreme adversity. The ultimate goal of Medal of Honor is for the user to feel in some small way the sacrifices and courage it must have required to have been asked to perform in these scenarios in spite of fear and almost certain death, so we can better appreciate those who were truly faced with it. We're well aware we are producing a form of entertainment. However, the many levels of research, field consultants, Smithsonian scholarship, archival footage, and historical written and photographic documentation we utilize certainly lends an added layer of legitimacy to the work that we do. One of the greatest pleasures I've had working on this title has been e-mails from gamers. One young man wrote us that he was so thankful to Medal of Honor because through his exposure to the WWII content he began reading and asking questions of his grandfather, spawning numerous discussions and storytelling, and they've become much closer as a result. Stories like that make our day."

–Scott Langteau, Producer

The Frontline team–at work and at play





Frontline's basic storyline is as follows: The Germans are building a prototype jet that could turn the tide of the war. As OSS operative Jimmy Patterson, you must infiltrate Nazi Germany on the back of WWII's infamous Market Garden scenario in order to commandeer the HO-IX jet from your evil Nazi counterpart known as Baron Rudolf Ulbricht von Sturmgeist.

sense of speed. Our main method for doing this is to have the player interact with as many things outside of the train as possible—including another train, armored scout cars, and finally a big battle with another armored train." Interestingly, as the team shares their plans for their "train level to end all train levels," a new idea sparks in Cross' head. "Wouldn't it be cool to have a sequence in which, unexpectedly, huge holes would appear in the wall of a train car you're in because of the armored cars firing at you? And then you can fire back at them through these holes? We should do that." The others agree, and more ideas fly. The cool thing is, now that these guys are working with the PS2, random visions like this can be turned into reality.

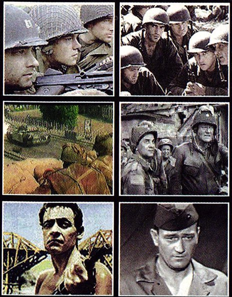
And after seeing some of the actual game in motion, I realize just how visionary this team is. They show me a level of a war-torn street in downtown Arnhem. And then they show me the original concept render for the stage—the original "this is our ultimate vision for what this level should look like" render. It's nearly exact. At the same time, Langteau makes sure to point out that things will look better once all the effects like anti-aliasing and lighting are turned on. "We've a year of solid late-night work ahead of us, but based on what we're seeing so far, we're remarkably close to our vision."

Lead engineer Marshal Robin agrees. "We are pleased with what we've seen so far—the PS2 was able to deliver our target performance rate and then some," he says. "What has been surprising is that the PS2 has been much easier to work with than we were led to believe listening to the comments of other developers." Robin goes on to mention that DreamWorks has some internal tricks that they've discovered within the PS2 hardware that make such things as anti-aliasing a cinch. "When we get the fully optimized renderer complete, the results should be amazing."

As we pan through the city streets of Arnhem some more I begin to picture the massive squad-based fighting that will take place here. "See that building there?" Langteau points out a tall four-story structure. "We're going to have you up there stationed on a gun turret looking down on the street. You'll have to protect your guys down below. It'll be absolute chaos." He pans around some more. "And see that building there?" Langteau is pointing out a smaller grayish house. "That one was actually based on a picture taken by one of our texture artists on his last trip to Europe." He then shows me the original picture of the house.

These guys are serious about getting the details right. Whether it's having the individual who models

ESSENTIAL WWII DVDS



Clockwise: *Saving Private Ryan, The Thin Red Line, The Longest Day, Sands of Iwo Jima, The Bridge on the River Kwai, A Bridge Too Far*

Saving Private Ryan (1998)

Directed by Steven Spielberg

Following the bloody and difficult-to-watch Allied invasion of Normandy, two Ryan brothers are killed in the line of duty. In New Guinea a third is dead. The story focuses on the mixed emotions brought on by duty, lost causes and making the right choices. The film received 12 Academy Award nominations, including Best Picture. It won Best Directing.

The Thin Red Line (1998)

Directed by Terrence Malick

Based on James Jones' novel, the movie focuses on the battle of Guadalcanal, a fight for a key positioned airfield, where men lose sight of the war's purpose. It received seven Academy Award nominations, including Best Picture and Directing.

A Bridge Too Far (1977)

Directed by Richard Attenborough

Based on Cornelius Ryan's novel, this film is set in September 1944. After the Normandy Invasion, the Allies launched Operation Market Garden. The operation was intended to capture six bridges that connected Holland to Germany. MoH Frontline ties into the events in this film.

The Longest Day (1962)

Directed by Ken Annakin & Andrew Marton

If you've seen *Saving Private Ryan*, this retelling of the Normandy Invasion will seem less gruesome and significant. But it's not. This is one of the last great WWII epics, and it forever has a place in the post-war era. Also includes an all-star cast. It was given six Academy Award nominations, and won for Best Cinematography.

The Bridge on the River Kwai (1957)

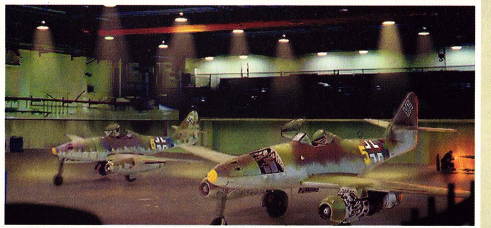
Directed by David Lean

A story based on Pierre Boulle's novel where English POWs in Burma build a bridge for their Japanese captors. Eventually officers figure a way to blow up the bridge, but the supervisor tries to save it. It earned seven Academy Award nominations, including Best Picture and Best Actor.

Sands of Iwo Jima (1949)

Directed by Allan Dwan

One of the most popular WWII epics has John Wayne as a Marine top sergeant. His goal is to get a group of brash privates and mold them into fighting machines. Finally the new soldiers prove their merits at the landmark battle of Iwo Jima. This flick was served with four Academy Award nominations, including Best Actor.



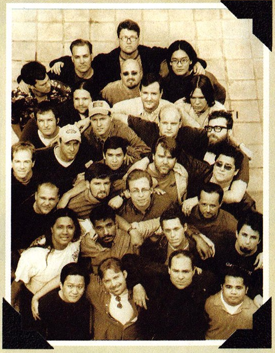
Right after payday's day off-

all the guns visiting several museums to take photos of originals for authenticity (he did), or having the artists and animators sculpting faces of the characters in the game for accurate models (they did), these guys are all about the details. And they're all about making sure this PS2 version of Medal of Honor goes well beyond anything they came up with before. Even the game's sound—something that's received critical acclaim all along in the series—is being completely upgraded for the PS2. "We're going back and rerecording every gunshot sound for the game," lead sound engineer Erik Kraber points out. "We wanted to get even better authenticity by shooting off actual ammo this time around instead of just blanks." And if that doesn't sound obsessive enough, Kraber also mentions that they're doing loads more voice recording for Frontline—but that this time around he'd like to toy with taking the voice-actors to outside environments for added ambience and realism. "Recording in the sound rooms just isn't the same," he maintains. I suppose you don't win awards by sitting back resting on your laurels, but wow—that's impressive.

Kraber's insistence on top-quality voice samples is important to the Frontline experience, but so are the way these samples will be presented by the characters. "We have thousands of lines of dialogue," says Thankamushy. "The lines are 'animated' using real-time lip-syncing technology." Thankamushy demonstrates how the characters speak through the use of "morph targets" on the faces. With these morph targets, he shows how virtually any facial expression can be rendered. Thankamushy then explains that he and his team of five other animators can now do so much more on the PS2. "We had about 500 or so animation assets in each of the first two games," he says. "With Frontline, this has ballooned to at least 4,000."

"Don't tell anyone this," he continues, "but I see us as a bunch of MoH veterans who have been given a unique opportunity to convert all the frustration of having to work on the limitations of the PS one into the glorious possibilities of a next-gen platform. For us animators it means about 10 times the quality of the output! This kind of job satisfaction is where the drive comes from." He then shows me an animation sequence from one of the Arnhem town stages. In this particular stage you'll encounter lots of civilians in the streets, who will eventually cause chaos once shots start to ring out. The animation, which lasts for a good 20 seconds, shows a guard in a spat with one of the townsfolk. I'm stunned by the realism of this scene. "We have finally reached a point where we can make really believable characters and situations in a game," he enthuses. "That is an extremely awesome place to be in."

Thankamushy is equally as proud of the work being done on the art for the characters he animates. "In the previous games, we weren't able to do much with textures because of memory limitations," he points out. "In Frontline, we use a combination of photographic texture references and good old-fashioned painting (on the bigger PS2 canvases) for the characters. We're very passionate about the variety in characters



Here is the entire Medal of Honor Frontline team. Cute bunch, eh?

✪✪ FRONTLINE'S BEGINNINGS ✪✪

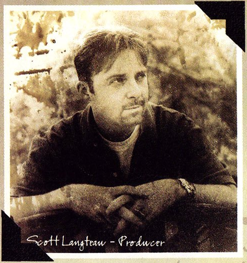
To get the scoop on how MoH Frontline came into being, OPM spoke to original Medal of Honor producer, Peter Hirschmann, who worked on much of the game's preproduction.

"Frontline has been in the works for quite some time—since we wrapped up the first Medal of Honor at the end of 1999. MoH Underground sprang from Manon's presence in the original game (she gets more 'face time' than any other character). If you go back and read her comments to Jimmy you can see little hints of things to come: her brother's death in Paris at the hands of the SS, her sabotage of V1 sites in France—both of which later were missions in Underground. (Troll a little harder and you may even find more foreshadowing of events in future installments of the series.)

"The same goes for Jimmy. It's no accident that there's a four-month gap between Missions 3 and 4 in the original game. We were always interested in the debacle that was Market Garden, especially as a counterpoint to the success of Operation Overlord, and thought it would be an interesting period of time to explore in terms of Jimmy's participation. From day one we wanted MOH to grow into a full-fledged franchise, so we planned accordingly with the mission dates in the first game—hence the extended space in the timeline for Frontline to take place.

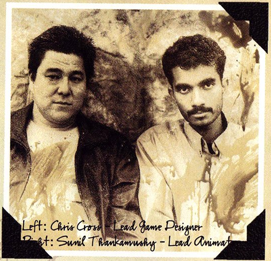
"And don't get me started about the HO-IX in the MoH universe...suffice to say that it's also no accident that Jimmy is a pilot.

"So that's the genesis of the game in a nutshell. The full fleshing out of the game's story was done well over a year ago, and we've spent the time in between laying out the levels and beginning to build the technology. When Underground wrapped, I handed over the producer reigns to Scott, now in charge of creating the game's content."



Scott Langteau - Producer

Left: Marshall Robin - Lead Engineer
Right: Erik Kraber - Lead Sound Designer



Left: Chris Cross - Lead Game Designer
Right: Sunil Thankamushy - Lead Animat

we want to create with Frontline. So we're giving special attention to faces. The character designer paints the texture of each face as he would a portrait." He also elaborates on how important it is to have greater character variety in this PS2 Medal of Honor installment. "Our attempt is to try to see to it that no two characters seem alike in a given level," he explains. "This we are achieving with a range of faces, bodies and uniforms that can be mixed and matched. We had about 30 characters in the first MoH. In Frontline, we should have about 90 variations of mix-and-matched characters."

> ✪ "We wanted to get even better authenticity by shooting off real ammo instead of just blanks." ✪

Thankamushy also points out that he and his crew have put a lot of work into the animation's relation to AI. "MoH character animation has always been a marriage of fine AI and good animation," he says. "This is the tradition that we are continuing with Frontline. All the animations are planned with AI in mind. The way they move, the way they attack, the way they group together, the richness of the hit reactions, the way they form attack patterns, are all magical as a result of this planning."

The new AI and animations will play an important role in altering the gameplay for Frontline. While the designers realize that the basic MoH gameplay system is already solid, they felt an upgraded enemy AI would add a lot to the realism. And the way they plan to go about it isn't to make the enemies more difficult per se, but rather to make them appear to be better shots. "The real trick here, as with all first-person shooters, is not how to make the enemies more or less accurate—it's how to make them seem more human, and then communicating that to the player," explains Cross. "It's not enough that they miss. They need to miss in a believable way." Cross

WAR IS HELL

In order to better put the events of these games into their proper context, we've provided a basic framework of actual war events, as compared with the (not entirely) fictional events in the games.

Events are color-coded as follows:

- 🟧 MEDAL OF HONOR
- 🟫 MEDAL OF HONOR UNDERGROUND
- 🟩 MEDAL OF HONOR FRONTLINE
- ⬛ ACTUAL EVENTS

1939

September 1, 1939 *German invasion of Poland*

1940

September 16, 1940 *U.S. begins draft*

1941

February 16, 1941 *10,000 Jews are deported from Vienna*

December 7, 1941 *Pearl Harbor*

1942

May 10, 1942 *Manon escapes from the Gestapo after her brother is killed in a Nazi ambush*

June 3-6, 1942 *Battle of Midway*

November 5, 1942 *Manon must sabotage Rommel's supply line while posing as foreign correspondent*

November 11, 1942 *Axis forces begin the Occupation of France*

1943

February 1943 *Manon must rescue British POWs from the famed Abby before it is destroyed by the Allied air forces*

July 1943 *Manon, in disguise, must destroy coastal guns without harming the surrounding archeological dig*

July 25, 1943 *Benito Mussolini is removed from power in Italy*

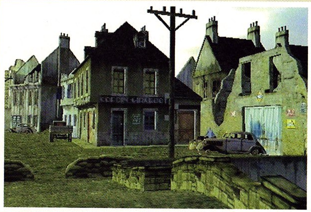
September 1943 *Manon investigates Himmler's secret headquarters and finds more than she bargained for*

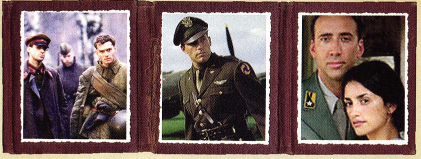
Photographs from the Associated Press

wants you to create situations where you'll be running from a line of bullets just like in the movies, or where bullets are whizzing right by your ears. He wants you to be able to tell when you're up against a sharpshooter or just some lackey with his first pistol. "I really want enemies to stand out as individuals, not just paper cutouts," Cross says.

To help work on the enemy AI for Frontline, the Medal of Honor team once again turned to army specialist Captain Dale Dye to provide insight. "We've had a long-standing, fantastically rewarding relationship with Capt. Dye," says Langteau. "He really believes in what we're trying to accomplish with the MoH series, and he's a tremendous help in that effort." When being briefed on level design concepts, Capt. Dye provides an instant, no-holds-barred reality-check concerning infantry procedures—or just basic battle reality, Langteau explains. "His goal is to keep us real. To keep us from going 'Hollywood.'"

Langteau then recalls two days that his team recently spent with Dye. "The first day was sort of a classroom-lecture period. He took us through everything from squad formations and hand signals, the finer points of cover and concealment, ambush scenarios, to how to take a building by clearing it of enemies even though they have the decided advantage." The second day with Capt. Dye was spent out in the field. "The team went to a paintball park outside L.A. and put all those classroom lessons to good use—and usually not very well," continued Langteau. "Let me be the first to tell you the vast amount of information you can learn





★ WWII AT THE THEATERS ★

ENEMY AT THE GATES

Directed by Jean-Jacques Annaud

Release: In theaters now

Based on a true World War II story, this film follows a Russian sniper named Vassili Zaitsev. Zaitsev, played by Jude Law (*The Talented Mr. Ripley*), is going around the ruins of Stalingrad killing dozens of Nazi soldiers. The Germans respond by sending Major Konig (Ed Harris, *The Truman Show*), their ace marksman, to take Zaitsev out. It's a twisting duel between two opposing hunters.

PEARL HARBOR

Directed by Michael Bay

Release: Memorial Day

In the spirit of major blockbuster films (this one's budget exceeded $135 million), *Pearl Harbor* is a love story about two WWII pilots who fall for the same women. The men: Ben Affleck (*Good Will Hunting*) and Josh Hartnett (*The Virgin Suicides*). The woman: the stunning Kate Beckinsdale (*The Last Days of Disco*). The movie includes the devastating bombing of Pearl Harbor in 1941, but also includes Tokyo's bombing five months later. Based on the budget, and the stellar trailer, this one will have enough action and pyrotechnics to drop many jaws.

CAPTAIN CORELLI'S MANDOLIN

Directed by John Madden

Release: August 2001

This film, based on Louis de Bernieres' novel *Corelli's Mandolin*, is set in Cephallonia, a Greek island, early in World War II. Nicolas Cage (*Leaving Las Vegas*) stars as Captain Corelli, the leader of the Italian army that has gained control of the island. Eventually Corelli falls for the irresistible Pelagia (Penélope Cruz, *All the Pretty Horses*), a local beauty who is to marry a town fisherman, forcing a dramatic love triangle. Allegiances are tested and hearts, we're sure, are broken.

June 12, 1944 *Jimmy must find a downed G-3 officer before the Gestapo does*

June 15, 1944 *Jimmy must locate and destroy Railgun Greta before it brings Allied shipping in the English Channel to a halt*

June 23-28, 1944 *Jimmy must scuttle submarine U-4901 in a daring undercover raid.*

July 1944 *Manon must destroy a V1 launch site with the help of an undercover operative*

August, 1944 *Patterson stows away as U-Boat cargo to reach and destroy a fuel depot and research facility*

August 19-20, 1944 *Manon must prevent General von Choltitz's second-in-command from destroying Paris*

September 12, 1944 *Jimmy must make contact with a member of the Dutch Underground before the fury of Operation Market Garden is unleashed on the region*

September 20-21, 1944 *Jimmy is thrust into the middle of Market Garden as he travels to the actual "Bridge Too Far" in Arnhem*

September 23, 1944 *Jimmy travels clandestinely by train into the heart of Nazi Germany*

September 24, 1944 *Jimmy infiltrates the Luftwaffe's secret jet aircraft facility to steal the HO-IX prototype*

November 25, 1944 *Jimmy infiltrates and destroys Fort Schmerzen, where poison gas is being manufactured for use against Allied troops*

February 1, 1945 *Jimmy knocks the German atomic program off track by destroying their heavy water supply*

February 2, 1945 *Jimmy races to prevent the destruction of all the stolen artwork that the Nazis have collected during the war*

March 25, 1945 *Jimmy sabotages a V2 rocket to destroy the base at Nordhausen*

1944

January 16, 1944 *Dwight D. Eisenhower is named commander of the Allied forces*

July 20, 1944 *Claus von Stauffenberg attempts to assassinate Hitler*

September 11, 1944 *Allied troops enter Germany*

September 17, 1944 *Operation Market Garden*

October 14, 1944 *Erwin Rommel commits suicide*

December 16, 1944 *Failed German offensive in Ardennes (Battle of the Bulge)*

1945

February 19, 1945 *American troops land at Iwo Jima*

May 8, 1945 *VE- Day (Victory in Europe)*

August 6, 1945 *Atomic bomb is dropped on Hiroshima, Japan*

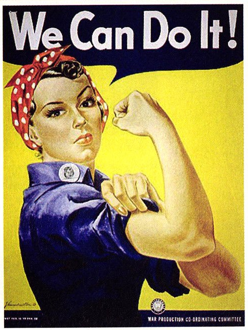
August 9, 1945 *Atomic bomb dropped on Nagasaki, Japan*

August 15, 1945 *VJ-Day (Victory over Japan)*

1946

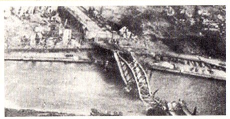
WWII PROPAGANDA

Convincing the American public to support the WWII effort became an industry unto itself, nearly as important as the manufacturing of war planes and firearms. Some of the nation's top intellectuals and artists were brought together when the American government launched an aggressive propaganda campaign. There were two different approaches used to persuade the public. One was to use posters that would motivate the viewer by instilling confidence and patriotism. The reds, blues and whites of U.S. patriotism dominated the color scheme, while muscles, fists and artillery showed off America's strength. The other approach was to illustrate war's severity with grim depictions of corpses and bloodshed, in hopes of fostering suspicion, fear and hate. These bore headlines like, "Warning! Our Homes Are in Danger Now" and "He's Watching You."



OPERATION MARKET GARDEN

Facing a strategic problem over the control of the Rhine river, the Allies conceived a plan to secure the major bridges by parachuting soldiers onto them, then quickly moving troops in to fortify the positions and penetrate into Germany. Code-named Market Garden, the operation seemed a good idea, but no one expected that upon seeing the troops, the locals would pour out into the streets believing they were liberated, thus grinding to a halt the movement of the soldiers.



by spending a day in the field with Capt. Dye! You haven't lived until you've stood for eight hours in the searing sun with paint-splotched head wounds and Capt. Dye screaming 'WORTHLESS MAGGOT!!' in your ear for not executing on his directions."

But having Capt. Dye around—no matter if he's screaming at you—is just one of the many examples of the Medal of Honor team spending the extra time and money to try to ensure quality. "One of the good things about having proven ourselves in the past is that I can make requests for things, such as fancy new equipment, and most of the time it's no problem to get it approved," says Thankamushy. Langteau, who's the guy who has to sign off on all that stuff, agrees. "When these guys ask me for something, I know it's for the direct reason of our creating a better quality product. So usually it's no problem." Interestingly enough, Thankamushy chooses that moment to bring up the fact that he'd like to order another video camera for his animation team. Langteau says OK.

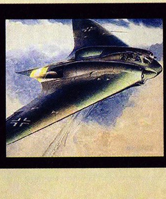
When the Frontline project began, it was clear that the team was going to need more than just some fancy equipment to make a quality PS2 game, though. They were going to need more manpower. "Bearing in mind all that we believe the PS2 can offer, and that we were building an entirely new engine for the PS2 version of MoH, we were certain early on that we were 'going to need a bigger boat' (to quote one of the best screenplays ever)," says Langteau. "We've carried over much of the team that brought the first two MoHs to life, but have added to the team in every discipline: five more engineers, three more animators, three more modelers, two more designers, a character designer/sculptor, and additional background art and audio support. Needless to say, we're growing. The team is roughly 35 members strong now."

Naturally I have to ask if this is difficult on him, now that he has a whole bunch more people to oversee and get to work together. "It's a challenge to keep communication strong," Langteau says, "but I wouldn't change a thing. Because the team is so big, I really have to look to all my department leads to manage their teams. They do a fantastic job of keeping the train solidly on the track."

But sometimes even the producer and the project leads take some time to goof off and enjoy themselves. Which brings us back to the photo shoot for this cover feature, during which the team is laughing and joking around, all the while wearing World War II army helmets. But what's clear to me while watching this tomfoolery is that it's not just the amazing work these guys are doing that keep people like Christopher Cross so dedicated to the project. It's the team itself. I realize that in all my travels to game developers, I've never seen a closer bunch. And Langteau wholeheartedly agrees with this sentiment. "Though it sounds so hokey, the best part of my job is the people I work with," he gushes, looking around at his crew. "I wish I could express what a great time I have working with these people every day of my life. They are fantastically inspired, passionate, talented individuals who are so interesting and fun to hang around with."

But a cohesive crew and gobs of talent still doesn't spell instant success for the Medal of Honor bunch. Just because these guys did it on PS one doesn't necessarily mean they'll get it right on the PS2. I raise the question: What if they get it wrong? "There's not a doubt in my mind that we will get this right," Thankamushy enthuses. "I've done this with the guys before, and now we're essentially just doing everything on a much grander scale. Do I think we can get it wrong? Sure, I guess I should say so, because that's what can keep us on our toes and motivated. But do I really think so? No. Not at all. "That may sound like a surprising attitude to have. But after spending the day with the rest of his team and hearing more of their plans, you know what? I don't blame him one bit.

THE HORTON IX



While Medal of Honor Frontline closely follows some WWII events, it's still fiction. One part of the story focuses on the German Gotha 229, a.k.a. the Horton IX. While the craft is instrumental to the Frontline story, the plane was never produced. It was designed and three prototypes were constructed. The Ho IX V1 was a glider that inspired the construction of the V2. The V2 was powered and went over 500 mph. It crashed, but the promise of the V2 allowed for the Ho IX V3 development, though it was never completed. It, along with the Ho IX glider, was captured by the Allies.

OPM SPEAKS TO CAPT. DYE

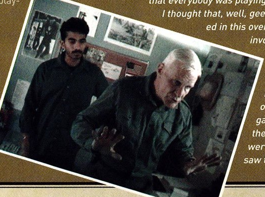
OPM: How do you think the Medal of Honor team has captured the look and feel of war?
Captain Dye: *I think they have done an extraordinary amount of research to make it look right; they've gone through an extraordinary amount of briefing and training to get it as right as the medium will allow us to get. But more important, really, than the look—especially when we're talking about a video game—is the feel. In other words, what sort of tension does it cause in you—what sort of entertainment does it bring? And then you add to that the fact that it is an extraordinarily real depiction as far as the technology will allow, and I think they've gone huge steps.*

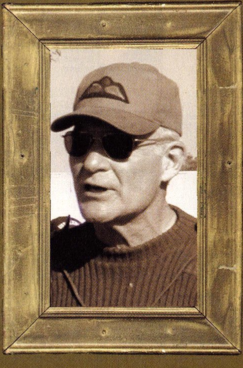
OPM: The team mentioned you lectured them.
Capt. Dye: *If you mean that I used their minds as a fertile sponge, yes I did. I've done that with all the Medal of Honor games. And I've found that they really ask the right questions. Sometimes when I'm in these intensive all-day-long briefings with them, and I'm drawing things on the board and all that sort of thing, sometimes they'll drive themselves into brand-new conclusions and it will result in immediate changes in what the player is able to do in the game. And, you know, the only thing that ever seems to stop them, is the state of the technology. The only time they say, "well, we can't do that" is when they truly can't because of the technology limitations.*

OPM: But with the PS2 they can do so much more.
Capt. Dye: *Oh it's a huge leap, you bet. Yeah, I think that one of the great things that folks are going to see when the game has shipped is just the huge advance in what the technology has brought to the player's screen. And that's not only in the look, but, as we talked about before, it's in what you can do—and more importantly really, what the enemy does. They have made such advances in AI that you never can tell what the enemy is going to do. I mean, the cheat books are going to be real tough on this one. Because you never can precisely tell what the enemy's going to do—so you can't just map out paths through a level and expect it to work every time.*

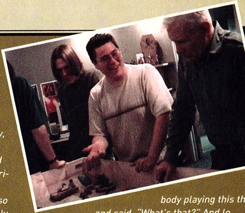
So anyway, back to my other thought. The other thing that I did with them—I already mentioned that I worked on their minds—is that I worked on their bodies. I take these computer guys out in the fields and I make them soldiers. It's so that they get an idea from first-hand experience what a character can and can't or should and shouldn't do. And I'm pretty tough on them, because I want them to feel that exhaustion—I want them to feel that tension. If they can feel it—if they have experienced it first hand—they can do things to bring it to the player.

OPM: Do you think that players can learn from the Medal of Honor experience?
Capt. Dye: *Yeah, I do. And I think they can learn in two sorts of contexts, if you will. And this is the part that makes me so proud to be involved with EA and DreamWorks Interactive, because they know this and they have it in mind as an agenda. Yes, you can learn historically, technically—you can learn what things looked like, how operations occurred, historically how the Allied and Axis were doing, because it gives you that historical background about World War II. You can also learn about the weapons and their capabilities and so and so forth. That's one context, and there's certainly value in that. But the most valuable context, in my mind, is just making young Americans who really don't get a lot of our own history—and that's unfortunate in the education system—aware of the extraordinary service and sacrifice of these men of two generations ago, who are now falling off the ends of the earth. These men really served and sacrificed to make it possible for them to sit in the freedom of their homes and play these games. I think any game that can offer a youngster—or an oldster for that matter—a feel for that, is doing a whole hell of a lot more than entertaining. So I'm really proud that they have done that. And yes I do think that people who play this game can learn.*





OPM: Do you know any veterans who play MoH?
Capt. Dye: *You'd be surprised. In fact, I was surprised. When I was in England, for instance, last year, I found that everybody was playing this thing. It was amazing. I thought that, well, gee, nobody would be interested in this overseas, since no Brits are involved in the scenarios or anything in the old games. But I was dead wrong; they were all over it. And the interesting part of that was that it ran the gamut from your preteens all the way up through guys who were veterans. You know, who saw their grandson or somebody playing this thing and said, "What's that?" And lo and behold they say it's this game about World War II and they got involved. There's even this veteran club—although I didn't get any details about it—that revolves around playing Medal of Honor.*



OPM: You've consulted on both movies and games. Which is more difficult?
Capt. Dye: *That's a hard question to answer. I've got to be honest and say that movies are more difficult just because there are so many more personalities involved and so many more facets, and so many things that I'm not directly in control of that make me crazy. The games, on the other hand, are a tremendous amount of fun, and the difficulty factor is not something I can help. Because, you know, I'm a dumbass, and I have to bow to these young engineers who tell me, "well, the 40th pixel on the four third layer of the"—I say what? Stop. I can't assist in the technology—I don't have the knowledge or skill. So what I find is that games are easy and fun to consult on, right up until we hit that technology wall, and then my eyes cross and I pass out. But with movies I know a little more about them and I can influence the technology and so on and so forth, so that's kind of where my heart is at this point.*

★★★★★★★★★★★★★★★★★

Name: *Captain Dale Dye*
Bio: *Considered the pre-eminent military consultant in the entertainment industry, Captain Dye has worked on a whole slew of movies as well as on the Medal of Honor series.*
Some movies worked on: *The War, Platoon, JFK, Casualties of War, Last of the Mohicans, Outbreak, Sniper, Sgt. Bilko, 84 Charlie MoPic, Under Siege, Mission: Impossible, Born on the Fourth of July, Heaven and Earth, Terminator 2/3D, Guarding Tess, Natural Born Killers, Starship Troopers, Saving Private Ryan, Jacob's Ladder, Low Down Dirty Shame, Rules of Engagement, Forrest Gump, Thin Red Line, Dead Presidents*

★★★★★★★★★★★★★★★★★

OPM: Which was your favorite movie to work on?
Capt. Dye: *There are probably three I guess. I really enjoyed doing* Platoon *because it was so personal, and because of its huge success. I'm very proud of it.* Forrest Gump *is another one, and I think we did an extraordinary leap in movie technology and storytelling. And finally it's* Saving Private Ryan*—I'm extraordinarily proud of that film.*

OPM: Do you have any other projects coming up?
Capt. Dye: *I worked on the HBO miniseries called* Band of Brothers*, which is a 10- or 13-part series on HBO, which premieres the sixth of June, the D-Day anniversary. You're going to see me as the regimental commander Col. Bob Sink. And I'm flying out to London later today actually to go work on a CBS TV pilot called* Sam's Circus*, which is a World War II deal that focuses on a straight-leg infantry squad.*

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Demo Disc playables:
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Demo Disc playables:
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Demo Disc playables:
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playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

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playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

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Demo Disc playables: Syphon Filter, Bust a Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

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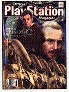
Demo Disc playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

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Demo Disc playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

Issue 22–$10
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Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

Issue 23–$10
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Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

Issue 24–$10
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Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

Issue 25–$10
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Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

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Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

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Demo Disc playables: Gran Turismo 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

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Demo Disc playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

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Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

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Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

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Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

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Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

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Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

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New Larger Size!

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July 2000
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Tony Hawk's Pro Skater

Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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August 2000
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Who Wants to Be a Millionaire

Demo Disc playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36–$10
September 2000
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Soul Reaver 2

Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

Issue 37–$10
October 2000
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Star Wars

Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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November 2000
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PS2 Revealed

Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

Issue 39–$10
December 2000
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Crash Bash

Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

Issue 40–$10
January 2001
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Gran Turismo 3

Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

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February 2001
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Z.O.E.

Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

Issue 42–$10
March 2001
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EA Sports Big

Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan *Video previews:* Soul Reaver 2, ATV Offroad Fury, Fear Effect 2

Issue 43–$10
April 2001
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Twisted Metal: Black

Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt *Video previews:* Twisted Metal: Black, Shadow of Destiny

GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

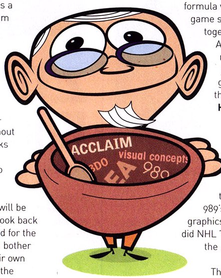
4x4 Evolution 96
The Adventures of Cookie & Cream .96
All-Stat Baseball 2002 99
Army Men Air Attack 2 97
ESPN MLS Extra Time 97
High Heat MLB 2002 98
NBA Hoopz 98
NBA ShootOut 2001 99
Tiger Woods PGA Tour 2001 100
Unison 100
Warriors of Might & Magic 100
Z.O.E.: Zone of the Enders 96
Ford Racing 102
Point Blank 3 102
Strikers 1945 102
Toy Story Racer 103
Triple Play Baseball 103
Vanishing Point 103

THE FINAL SCORE

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Engineering the perfect game



I feel like an old codger. I feel like I should be sitting on a park bench in a gray, wool cardigan, lamenting my lost youth. Through every lunch, most dinners and an occasional breakfast, over a drink, after a long walk and in between trips to the grocery store, I end up talking about how poor sports games have gotten. I'm a geezer talking about the past, wishing it were the present.

These usually one-sided conversations always spiral into some sort of "in my day sports games were fun!" statement that leads people to crinkle their brows, offer me a glass of water, and tell me that I need a nap. Maybe a glass of juice in a sippy cup, but a nap? Ha! What I need is a sports game that I want to play when I'm having dinner with a pretty girl. A sports game that makes me sort of jog home in a strange I'm-not-running-just-walking-fast gallop. A sports game I don't have to excuse for its myriad flaws.

But instead of a crotchety gripe session, I offer a solution. For the gaming companies everywhere, I come without complaint bearing a proposition. It works like this: Every four years the best of the best game makers band together to make a set of ideal sports games. It's like the winter or summer Olympics meet video-game development. These will be the games of legend that our kids will look back on and say, "Wow, Dad, you were around for the dawn of that?!" Or maybe they wouldn't bother because they'd be too engrossed in their own sports game that was the brainchild of the industry's all-star team.

It sounds ridiculous. No one would agree to it. There's money to think of! But if it's every four years, that gives three whole other years for the subpar, underachieving game makers to filter into our game systems like lead in water so money can be made.

I offer the ideal, sport-by-sport recipe for the big four.

Baseball

Let's start with America's pastime. Give me a whole slab of 3DO's High Heat game engine. Sprinkle in two parts of Acclaim's All-Star graphics, and one part of EA's Triple Play extras and marketing savvy. I'd like a side of 989's MLB pace and a sprinkle of Sega's World Series box art (Pedro Martinez, baby!). This is a perfect mix because no one, apparently, can do it on their own. I'm exhausted with defending High Heat's graphics, All-Star's glitches and Triple Play's batting practice bollocks.

Football

America's other pastime could turn into a fierce battle if Sega brings their NFL 2K series across enemy lines to battle EA's Madden. But why battle? Work together! This is a simple formula with less pieces. A heavy spoonful of NFL 2K's game speed and online ability should be slopped together with Madden's unlockables, graphics and AI. Put 989's GameDay right smack-dab in the middle...of the halftime show and let the jesters run rampant for a couple minutes of good-hearted guffaws. And we dare not forget the Blitz cheerleaders from Midway.

Hockey

Here's a topic that sends gamers back to their Sega Genesis for a quick romp with a game made six years ago. Six! When you're talking all-time great games, no sports conversation can resist reference to EA's NHL '95. But how far they've fallen. Here's the way to go. Take Sega's NHL 2K control, 989's FaceOff smoothness, and the insanely nice graphics of EA's NHL 2001. But have the studs who did NHL '95 come back! They wouldn't be the icing on the cake—these guys are the flour.

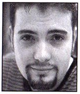
Basketball

This, I will say, might be a lost cause. It clearly appears that no one outside of Sega can put together a basketball game that's worth salivating over. Take 2K's playability, the graphics, the brightness, the online presence, the above-the-rim rebounding. And maybe throw in an EA Live high-five for good measure.

Come on. No financial investment seems more marketable, brilliant or ideal than this. No let's get it done before I wither.

Todd Zuniga
Associate Editor

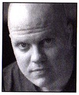
MEET THE CRITICS



JOHN DAVISON

John recently moved into his new house and as such his life at home is in complete disarray. Not only is his PS2 not set up (neither is his TV), he's not even sure which box it's hiding in!

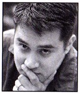
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: Z.O.E., MGS2, Star Wars Starfighter
CAN'T WAIT FOR: MGS2, GT3



JOE RYBICKI

Joe spent every free moment this month experimenting with the Metal Gear Solid 2 demo. There's nothing like the sick thrill of hiding a dead body in a locker. Who says games aren't therapeutic?

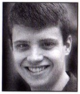
FAVORITE GENRES: Adventure, RPG, Puzzle
CURRENT FAVORITES: Red Faction, MGS2 (hoo boy!)
CAN'T WAIT FOR: more MGS2



GARY STEINMAN

"MOVE, MOVE, MOVE!" Listening to Gary shouting, you'd think he was a drill sergeant barking orders at an unruly cadet. But the grumpy one was only chastising his wife while playing Cookie & Cream with her. Pity the poor woman!

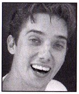
FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Arc the Lad
CAN'T WAIT FOR: Klonoa 2



CHRIS BAKER

Between a trip to Toy Fair (where the *Lord of the Rings* toys inspired him to take up reading again) and moving in with *EGM*'s Greg Sewart, c.bake had a busy month. Now, if he could only get "Oh, Canada" out of his head...

FAVORITE GENRES: Everything
CURRENT FAVORITES: Point Blank 3, All-Star Baseball 2002
CAN'T WAIT FOR: LotR games!



TODD ZUNIGA

In New York, Todd's boxers were ripped off by a woman of shocking charm, he kissed a different femme of similarly vexing charm, then he walked in Central Park in NYC rain with charmed company. His withdrawals are aplenty.

FAVORITE GENRES: Sports
CURRENT FAVORITES: High Heat PS2, Cookie & Cream, NBA Street
CAN'T WAIT FOR: Hoffman's BMX

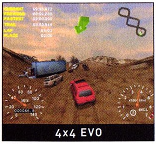
SAM KENNEDY

Constantly telling us that we were on the way to destruction (?) and that all of our bases belonged to him (?), Sam just didn't seem like himself this month. Probably had something to do with him losing to his girl in Tetris.

FAVORITE GENRES: Action, RPG
CURRENT FAVORITES: The Next Tetris, Z.O.E., Twisted Metal Black
CAN'T WAIT FOR: MoH: Frontline

4x4 EVO

Hit
Time
185
GOAL
Hit
BEST TIME
START
Cookie & Cream


4x4 EVO

Jump
Time
80
GOAL
Jump
BEST TIME
START
Cookie & Cream

4x4 EVO

Publisher GOD Games
Developer Terminal Reality
Web Site www.godgames.com

I have to admit I wasn't too impressed with 4x4 EVO the first time I loaded it up. In the third-person view the action seemed slow, the controls slippery and sluggish. I was ready for disappointment.

Then I switched back to first-person mode. Holy hell, what a difference. Let me warn you, this game is a serious yawner in the third-person views—but **it absolutely screams in first-person**. The movement is realistic, the scenery flies by, and you get the chance to appreciate little touches like the sound of mud, rocks and bushes smacking into your vehicle. (4x4 may end up being my vote for next year's Best Sound award.)

The good variety of tracks and competitions is welcome—not to mention the variety within the well-designed tracks themselves. And some of the scenery is gorgeous.

Trouble is, even in first-person mode an SUV is hard to drive; **an unlucky bounce can take you out of the race in a hurry**, and it'll take some serious work to earn enough to buy or build a truck that will be able to make up time easily. Luckily, the competitions are structured so that even the loser gets a little cash.

Nighttime driving and weather effects could have used a lot of work, but otherwise 4x4 is a good-looking game with a nice roster of vehicles and a wide variety of tracks. Just be prepared to work for your winnings.

Final Score ●●●●

Joe Rybicki

EVERYONE E CONTENT RATED BY ESRB **Players: 1-2**
Memory Card: 57 KB

The Adventures of Cookie & Cream

Publisher Agetec
Developer From Software
Web Site www.agetec.com

Cookie & Cream isn't a traditional one-player game. Sure, you can play solo, but it involves a contorted (if ingenious) control scheme that has you maneuvering Cookie on the left side of the screen with the left analog stick, Cream with the right stick, using all four shoulder buttons to hop and tug and push your way through timed levels. It quickly becomes a torturous test of your ambidextrous multitasking skills.

Neither is C&C a typical multiplayer game. While you get a handful of competitive two- to four-player levels, they're **merely an afterthought**—a little extra to enjoy once you've played through the game.

Instead, C&C is the rarest of gems: **a two-player cooperative challenge that can be enjoyed by anyone** from your gaming-illiterate wife to your hardcore buddies. Two of you will have to work together to get past all kinds of obstacles: Cookie leaps on a button that lowers a bridge for Cream, or Cream pulls a series of switches that opens a pathway for Cookie, and so on. Puzzles grow in complexity, until they seem more like Rube Goldberg contraptions than a video game. It's somewhat limited, but C&C is remarkably fun, especially when both players get caught up in the action, shouting at each other to get a move on it, all the while laughing with delight.

Final Score ●●●◖

Gary Steinman

EVERYONE E CONTENT RATED BY ESRB **Players: 1–4**
Memory Card: 200 KB

ENEMY
SQUADS

ENEMY 2
SQUADS 1
Damage to the surroundings increasing due to battle.

Z.O.E: Zone of the Enders

Not just an expensive Metal Gear demo

Publisher Konami
Developer KCEJ
Web Site www.eidos.com

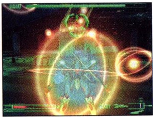
Oh my, we seem to have the same problem here that we encountered last month with Star Wars Starfighter. On one hand it's a glorious showcase of what the PS2 is capable of, while on the other it's a tiny bit on the disappointing side.

First things first, though. As we all expected, it really is a magnificent thing to behold. **Unfalteringly spectacular**, it is a game filled with dramatic effects that really place it apart from the majority of what we've seen on PS2 thus far. Explosions almost make you look away with their ferocity, buildings shatter into a million pieces in a display befitting a movie like *Independence Day*, and scenes blur and distort to add drama to the more violent exchanges of gunfire. Complementing all of this is a camera system that is arguably the best of any game ever made. It certainly puts anything I've ever seen to shame. Regardless of what you are doing, the camera is always in the best place to view the action. Rather than locking behind you, it drifts around relative to your own position and accommodates your movement within its field of view.

As you'd expect from a project with Kojima involved, the story is very much the driving force behind the game, and this in turn is **driven by a fierce sense of morality which permeates every scene**. While at first glance everything seems to be about a really big-ass robot with really big-ass guns bristling from every possible part of its body, the violence it is capable of is juxtaposed with the story of Leo, the unsuspecting child who finds himself in control of this death machine. Although not quite on par with the Metal Gear script, there are some moving moments in places, and I suspect that the occasionally grating, overly zealous moralizing is more due to the translation from the original Japanese script than the sentiment with which it was originally intended.

But despite the overwhelmed feeling that many will experience when first playing the game, it's fundamentally an action/fighter hybrid with a well thought-out story and pseudo role-playing "collect the clever bits of the mech" adventure elements. The environments in which you do battle vary in size and degree of spectacle, but the combat is basically no more than you'd find in other mech games. The difference here is that it's about a zillion times faster, and it also really forces you to think

ENEMY 1
SQUADS 1
NONE



Damage to the surroundings
increasing due to battle

That was easier than I expected.
How would you like to die?

three dimensionally. You don't just cruise up to a bad guy, shoot him in the face, and then whack him a couple of times with your big, glowing power battering stick thing. No. You effortlessly glide around the environment, and when faced with an encounter the control system locks your view onto your opponent. From that point on, until the battle is won, all movement is relative to the fight. As such you have a tremendous degree of control over what is happening and it allows you to tackle your foe from any angle. Different bad guys require a different approach and in many cases you are forced to react at lightning speeds. There were many occasions where people watching the action over my shoulder would exclaim things like "how the hell are you keeping track of what's going on?" It looks almost too fast and too complicated, but it's handled with such incredible grace that it becomes second nature very quickly. **Other games will seem far too slow and simple after a few fights here.**

So, um, it's all good so far. What's with the "disappointment" comment earlier? Well, seven hours and 45 minutes. That's the problem. That's how long it took me to finish it the first time through. That included watching all the cutscenes, stopping for meetings, scratching my ass, drinking coffee, and nipping out for a Big & Tasty at lunchtime. I dunno about you, but it seems a tad short to me. Also, as with Starfighter, it seems like the team ran out of "juice" toward the end and you really do feel like you're playing along with the script for the final hour or so. The final battle is particularly disappointing, and not a patch on some of the fights with building-sized bad guys that occur earlier on. It gets really cutscene heavy toward the end too, and it has to be said that **the conclusion to the story isn't exactly uplifting.** If you've been paying attention all the way through and actually watching the cutscenes rather than skipping them, the final few minutes are actually very sad indeed, and are a far cry from the fluffy bunny endings that so many games offer.

Final Score ●●●●◖

John Davison

Players: 1-2
Memory Card: 280 kb

THE REASON EVERYONE WILL BUY IT

Metal Gear Solid 2: Sons of Liberty

Irrespective of Z.O.E.'s considerable merits, it seems safe to assume that every self-respecting PS2 owner will be buying this game whether they like the idea of fighting robots or not. Why? Well, unless you've been living in a cave on Mars with you fingers in your ears and your eyes closed, you'll no doubt know that the game comes with a demo of Metal Gear Solid 2. Sure, $50 is a bit much just to play a demo that takes about an hour to play through, but right now it's the only way to get it. But, really, c'mon...wow. To say that MGS2 is spectacular is an understatement of astronomical proportions. Grown men have been known to weep at its magnificence.

Demo Score ●●●●●

Army Men Air Attack 2

Army Men Air Attack 2

ESPN
ENG 1 FRA 0
1ST 9:08
1 PENDER
GOAL
GAVARNES

ESPN MLS ExtraTime

Army Men Air Attack 2

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Man, talk about *dejá vu.* **I could have sworn I already reviewed this game.** Oh, wait. I did.

Yeah, this version of Air Attack 2 is that similar to the PS one version. Considering the PS one version was pretty good, though, that's not a bad thing. I just wish there could have been a few more additions to make me want to play both versions.

To be fair, **the PS2 version does add two-player cooperative missions.** And it's nice that these can be accessed at any time; that is, if you've played through five missions already in single-player mode but need some help on the sixth, a second player can jump right in. But this isn't the kind of game that's drastically improved with the addition of a second player. I mean, it's nice and all, but it's far from mind-blowing.

Like the PS one version, the increased role of the 'copter's winch adds some depth to the game: You'll have to flip switches, help construct bases, and so on. But, also like the PS one version, the framerate stutters from time to time, which seems kinda silly considering the power of the hardware.

But the graphics are smoother and sharper, the effects more spectacular, and the whole package more polished than before—but don't bother if you already own the PS one version.

Final Score ●●●◖

Joe Rybicki

Players: 1-2
Memory Card: 94 KB

Army Men Air Attack 2

ESPN MLS ExtraTime

Publisher Konami
Developer Honolulu Studio
Web Site www.konami.com

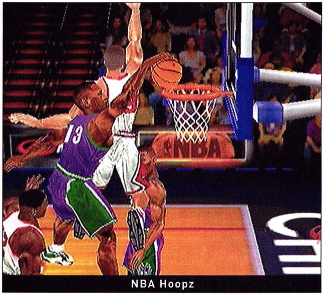
There was a time that anything boasting the ISS engine would automatically stand a great chance of being one of the finest soccer experiences money could buy. After some excessive tinkering with the winning formula though, Konami's sure thing has lost its charm. ESPN MLS ExtraTime is a far cry from the early ISS Pro games, and is certainly not a patch on EA Sports' PS2 FIFA.

While there are numerous play modes and a ton of teams to play around with (53 international and the 12 MLS and two All-Star), **the game is marred by one unforgivable trait...it's boring**. Sure, multiplayer games make it more fun, but there are some issues that tarnish the ISS sheen in all modes. The biggest problem is the defense AI. **I lost count of the number of times my defenders refused to follow the ball movement.** Maybe this is a recent trait in MLS playing style, but where I'm from, if the opposing team gets the ball in your half, you make damn sure that some of your guys are legging it to make sure they get in harm's way. Not here. The opposition frequently nonchalantly sauntered down the field unhindered, and no matter what I did to try to rectify things, none of my boys turned up until the ball was practically in the net. It's just annoying as hell, and eventually makes you throw the joypad down in disgust.

Final Score ●●

John Davison

Players: 1-2
Memory Card: 594 KB



NBA Hoopz

NBA Hoopz

Publisher Midway
Developer Midway
Web Site www.midway.com

There was a time, over a year ago now, when I would wrangle together a group of office slackers to play NBA Showtime. We have a huge four-player arcade version in the office, and it would bring together the least sports-minded competitors along with a fellow or two who could name off the 76ers' starting lineup from a decade ago. We would hoot and holler, punch holes in walls, high five, act like 8-year-olds and have a really great time.

Fast forward to present day, and we have NBA Hoopz on our plate. It's basically the sequel, though update might be a better term, to our beloved Showtime. Now, maybe it's the 263 games of Showtime that's done this to me—an overall arcade-basketball burnout—but **Hoopz just doesn't light me on fire the way its predecessor did**. Which is a shame.

With the new version there are some additions I'm fond of. The game is now three-on-three, meaning a multi-tap and new friends can equate to a great basketball experience. But, even though the extra player is nice, the floor ends up being gunked up from the extra body on each team. The addition of a third baller would have made sense if it would've added any level of defensive strategy, but it doesn't. Getting to the basket is easier than ever if you throw a special turbo move at your opponent.

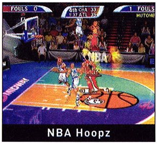
Another improvement to Hoopz is **a list of diverse minigames**. You can play Around the World (very fun), 2 Ball (sort of fun) and 21 (the most fun), or just dork around in the Practice mode. It definitely adds to the replayability.

As far as gameplay goes, it's the same push-and-shove business as Showtime, only with a third guy on each team. The game stays close until the end, meaning the adrenaline of last-second, buzzer-beating threes is as much a part of the game as dribbling. But **there just isn't enough innovation to make me jump from my seat**. The moves are the same as Showtime and the graphics don't make me feel like anything outstanding has happened. My advice: Wait for EA's NBA Street if you're looking for an arcade hoops experience. The preview of Street was more inspiring than the final version of Hoopz. And that says it all.

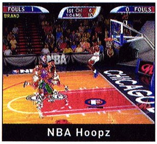
Final Score ●●●

Todd Zuniga

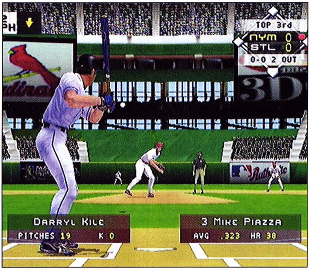
Players: 1-6
Memory Card: 144 KB

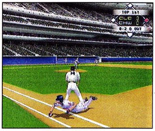


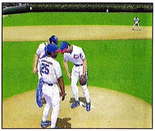
NBA Hoopz



NBA Hoopz







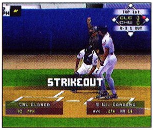
High Heat MLB 2002

3DO's cornerstone throws a complete game

Publisher 3DO
Developer 3DO
Web Site www.3do.com

For a long time I've had to endure PC baseball gamers laughing at my console MLB choices. My weak, frowning attempts to pass off Triple Play as a baseball game only had them double over, and when I showed the graphics for PS one's High Heat I thought they'd burst. Their merriment, it appears, is finally over. And I'm pleasantly surprised to admit that 3DO is to blame.

After last year's visual baseball debacle I thought High Heat was going to go the way of the Dodo. But, thanks to the PS2, I couldn't have been more wrong. High Heat has risen above and is now the best baseball game on the market—possibly (and this isn't meant to take anything away from this game) in part because of the Triple-A-caliber competition.



Visually, HH2002 has improved exponentially. There aren't distracting moments where you see the strange, stretched skin of a player's face and start laughing. Still, when players like Nomar Garciaparra stroll to the plate you'll get a little chuckle because of the way his head is stuffed into his helmet, but then you'll appreciate his toe-tapping batting stance which looks wonderfully similar to the nervous antics of the real Nomar.

On the graphics end, HH doesn't match up with Triple Play or All-Star Baseball, but that's where airtight gameplay comes in and snuffs the other two games out.

The fielding and base running feel exact. Throwing errors happen at bad times, players are tossed for arguing, umpires ask for help on checked swings. **It *feels* like baseball.**

My biggest problem continues to be my objection to the pitcher/batter interface. It's the same as the PS one version. It seems like the ball is being lofted into the strike zone, even when it's a 95+ mph heater. Speaking of the high heat, I don't feel like the best fastballs in the game have the hop to blow away the competition. If you don't set up the fastball with a change-up, hitters won't have a problem catching up to it.

Another annoyance are the frames of animation. It seems like there aren't any smooth transitions when a player's belly-flopping into second base after a gapper. That's just one example. These types of animations are lacking throughout. **It ends up giving a choppy feel which distracts from the fun.**

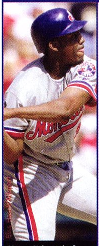
Ultimately, HH2002 is far from perfect, but it's wisely plucked the best pieces from its PC game and made them into fresh, fast-paced baseball. HH is the first must-buy PS2 baseball game. So buy it.

Final Score ●●●●

Todd Zuniga

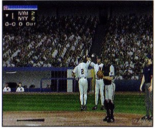
Players: 1-2
Memory Card: 1497 KB

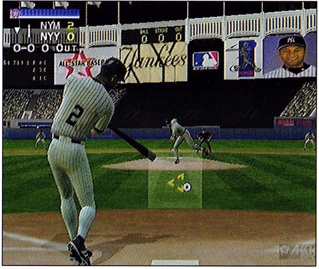
High Heat MLB 2002

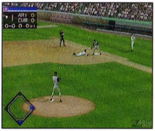


Haven't heard of Vladimir Guerrero? You will. He's five-tool all the way.

Pitching Interface	Hitting the ball takes some getting used to. But it's nice that you can earn a walk.
Pitch Speed	The ball doesn't have enough "jump." You can adjust to heat when looking off-speed.
Fielding	A very well-done part of the game. If you take a chance and miss, expect a triple.
Base Running	Also a lot of fun. Stealing bases, taking risks leads to a lot of excitement.
Intangibles	One player was ejected for arguing, an error lost me a game. Lots of nice touches.
Extras	The season mode is completely adjustable.
Bottom Line	This is the best baseball game on the PS2. It takes time to "get it," but it goes all nine.







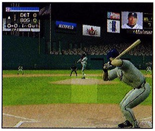
All-Star Baseball 2002

Acclaim's push for the pennant falls short

Publisher Acclaim
Developer Acclaim Sports
Web Site www.acclaim.com

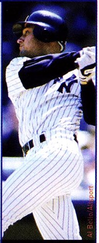
In baseball, pitching is everything. It wins and loses championships. An era ago it brought people to the ballpark so they could catch a glimpse of Sandy Koufax or Juan Marichal. Nowadays it's Pedro Martinez and Randy Johnson and Roger Clemens who move people from their television sets to their local stadiums to see domination in the way of 10+ strikeout performances. In this era of offensive baseball, nothing cools bats like a Pedro change-up or a Clemens splitter. And that's what makes ASB 2002 so fantastic. **It's all about the pitcher/batter interface, which is the best I've ever seen.**

In part, the pitching is so wonderfully deep because of the arsenal of pitches available to the game's best hurlers. It's not just fastball-curveball-change-up, folks. **Some of the livelier arms feature up to six pitches**, including two-seam fastballs, cutters, knuckle curves and circle changes. Setting up hitters with sinkers low and away feels so good when you sneak an up-and-in four-seamer by them for the punch-out.



All-Star Baseball 2002

Nothing makes you feel closer to the real thing than this game. It is amazing.	Pitching Interface
If you're sitting on the fastball and get a change-up, get ready to look foolish.	Pitch Speed
The dive button is fruitless and the fielding is glitchy. The worst part of the game.	Fielding
Doesn't really come into play because the outfield arms are ridiculously strong.	Base Running
Pitching motions, batting stances, mascots, bullpens. It feels like you're there.	Intangibles
No create-a-player, but a really cool full-league draft and the Cooperstown team.	Extras
Pitching is brilliant, but too many holes after the ball is in play. Fun, but too glitchy.	Bottom Line


Al Bello/Allsport

Derek Jeter is the man. Is he baseball's best shortstop? A-Rod could argue.

Other great parts of the game include the brilliant-looking stadiums which feature up-to-the-second scoreboards; detailed batting stances and pitcher wind-ups; mascots hopping around on dug-outs; and third-base coaches demanding baserunners to get down or get a move-on.

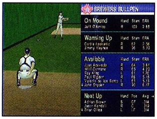
The shortcomings of the game, though, are a hard slap to the rosy cheeks of baseball lovers. As soon as the ball is hit, trouble starts. **The fielding is terribly glitchy.** Sometimes the ball will just appear in the fielder's glove, other times the fielder won't even move toward it. Once in a while infield dribblers are ignored by the infielders, so outfielders have to run in. Bad, bad. Throws from the outfield are cruelly accurate and the pace on the ball will make sure you never try for the extra base. And with hitting, there is a slight delay after contact. I want to see the ball hit the bat, but it doesn't happen.

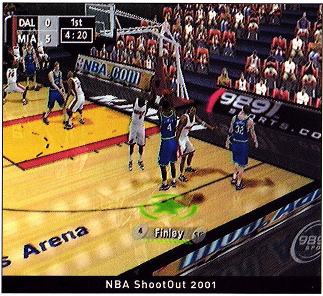
I want to love ASB 2002, but it won't let me. It's beautiful, but I need more after the pitch. If they fix these glitches, this will be PS2's best baseball bet. But instead, it's just a Wild Card contender.

Final Score ●●●◖

Todd Zuniga

EVERYONE E ESRB **Players: 1-4**
Memory Card: 1395 KB





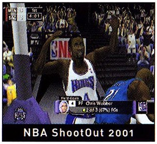
NBA ShootOut 2001

NBA ShootOut 2001

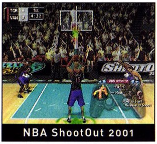
Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

Dribble. Seriously. Yes, a basketball. Pick up the ball and dribble around the room. I'll wait. OK, do it again, only this time act like an NBA player and dribble without staring at the ball. Nervous it might hit your foot and roll away? Apparently the ball handlers of ShootOut have similar anxieties. Otherwise, why else are they looking down like shamed dogs? Is there something on their shoes? Is the glare off the courts entrancing? And why am I so hung up on a facet of the game that seems so minor? It's because 989's latest PS2 entrant is a decent game, but it **still hasn't shaken loose from the gooey PS one web**.

I should state, for the record, that ShootOut is not a horrible game. It's **only a step behind EA's Live.** But also note that EA's PS2 basketball transition was as smooth as having your face scraped on gravel. Based on 989's current lineup, they know that gravel feeling.



NBA ShootOut 2001



NBA ShootOut 2001

The biggest issue with ShootOut is that it just doesn't jump out and make you love that you're playing the latest basketball game. From the opening tip a flaw is detectable. If neither of the jumpsters tip the ball at the right time, it will fall back to the floor untouched. When they do finally tip the rock, the ballhandler is looking at himself in that shiny floor, or something. He's looking at something. A sports game has rarely held such mystery as the ShootOut court.

As far as the player models go, they look awkward and angular. It's strange because they don't look poorly put together, but they don't seem necessarily human either. And they move way too similarly. Journeymen centers like Luc Longley have a new lease on their NBA lives in this game. Their first steps are as ankle-breaking as Allen Iverson's. I'm not sure why that is. Also, the passing is strange. **Full-court passes are shot like bullets, but short passes are medicine-balled around.** Also, the free-throw meter is something you have to see to believe. The attempted innovation is noble, but this is something out of the acid-heavy '70s.

ShootOut is a nice basketball game. But it's nothing more. With Live taking a step back it would've been nice if this one stole the show, but it doesn't.

Final Score ●●◖

Todd Zuniga

EVERYONE E ESRB **Players: 1-8**
Memory Card: 128 KB

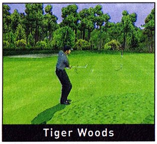
READER REVIEWS

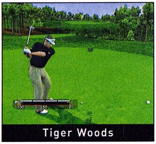
"I think that Mort the Chicken, however cute the little poultry is, is not a good game. You guys were TOTALLY correct on your review. The music is monotonous and the camera gives me a headache."
gamerchick47@aol.com

"I was thoroughly disappointed by NBA Live 2001 for the PS2. NBA 2K1 looks, plays and feels better by far than this game. The one thing this game did was make me really appreciate the effort that went into Madden PS2."
Michael Schaeffer
mschaeffer@cecc.ci.chi.il.us

"Driver 2 is the most frustrating game ever! The original was less linear, had better graphics, and was more fun! The bugs, slowdown and cheating AI make beating the missions a matter of getting lucky; there's very little skill needed."
John Boreyko
jboreyko@intrex.net

"ATV Offroad Fury: a racing game with technique. What a novel concept! This game very much reminds me of Crash Team Racing, with its jumping and powerslides. It could have used a difficulty select, though, and the drivers tend to clump a bit."
hartford@netway.com


Tiger Woods


Tiger Woods

Tiger Woods PGA Tour 2001

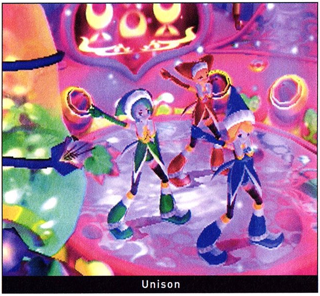
Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

There are two camps when it comes to golf games. There are the serious golfers who want to play it with a joypad when they can't get out on the course, and then there are the Hot Shots fans who just like a game that's an excuse to get some pals together. The latest Tiger game seems to be somewhat at odds with this, though, as it seems to aspire to the former group, while offering much of what the latter crave...only without the humorous presentation (although the packaging does have the glorious quote "celebrate your money shot" on the back). As with the PS one version, the biggest problem here is that it all seems a bit dummied down. I'm certainly more from the "open-faced club sand wedge" school of golfing, but I couldn't help feeling that **after a couple of holes my haphazard twiddles of the analog stick managed to produce some pretty impressive results.**

There are plenty of options to keep the true fans happy, though, and as far as I'm aware the renderings of Pebble Beach, Poppy Hills and Spyglass Hill are very nicely put together. Stroke, Match and Skins games are represented nicely and everything is pieced together in that "by the numbers" approach that we've come to expect from EA Sports games. **Is it exceptional? Nope...but it's perfectly adequate.**

Final Score ●●●
John Davison

Players: 1-4
Memory Card: 318kb


Unison

Unison

Publisher Tecmo
Developer Tecmo
Web Site www.tecmoinc.com

This is without a doubt one of the fruitiest games I have ever played. I mean, it's just so wacky and out there. The entire time I played the Story mode, I couldn't help laughing at the absurd plot and dialogue. If you've ever seen a Japanese anime TV show, you might understand—it's basically on that level. Everything is hyper-cute and cheery, and the story is just pure cheese.

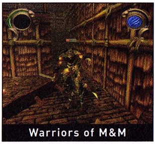
But if you can stomach all of the fruitiness, underneath is **a really cool music game that can actually get pretty addictive**. However, I should immediately point out that Unison is unlike most other music games out there in that it's actually a memorization game. The basic idea is that you're required to memorize dance patterns and perform the moves correctly later on. The game does a good job of teaching you the dances, and there's **a real feeling of accomplishment** once you start getting down some of the more complicated patterns.

Unison's dance portions are spectacularly presented. The music—ranging from songs like "O.P.P." to "Barbie Girl"—fit perfectly and the graphics in these scenes are among the best I've seen on the PS2. I kid you not.

If you're a PS2 owner looking for something a little different, I'd recommend checking this out. It's definitely not for everyone, though.

Final Score ●●●◖
Sam Kennedy

Players: 1
Memory Card: 587 KB


Warriors of M&M

Warriors of M&M

Warriors of Might & Magic

Publisher 3DO
Developer 3DO
Web Site www.3do.com

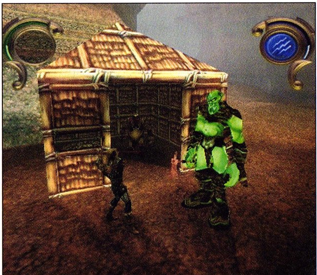
I have to say that there's something not quite right with a PlayStation 2 game that's actually *worse* than its PS one counterpart. Now, I don't mean to give the wrong impression; not *everything* about the PS2 version of Warriors of Might & Magic is worse...but the overall package is noticeably less entertaining.

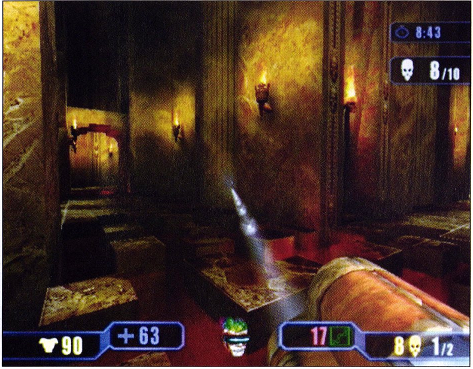
What's really weird is that, while the basic story is exactly identical to the PS one version, the actual gameplay is completely different. Levels, weapons, enemies, engine...all different. That's not to say they're all *worse*, though. The levels and weapons, in particular, are much **more varied and interesting**. The levels are much less linear, with a wider variety of side-quests and secret or hard-to-reach areas. The basic gameplay is also more robust, with a much greater emphasis on RPG and less on action. Also welcome are the well-ramped difficulty level and the save-anywhere system.

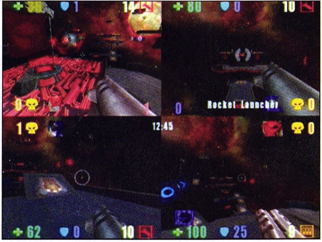
But the **glitchy combat system, shoddy sound effects and animation, and reprehensible framerate** cut rending holes in the promising structure. In fact, let's face it, the presentation—visual, aural and otherwise—is downright embarrassing. From the way it looks, you'll have a hard time convincing your friends it's a PS2 game. And that's just wrong.

Final Score ●●◖
Joe Rybicki

Players: 1
Memory Card: 373 KB


Warriors of Might & Magic





You fragged Visor

Quake III Revolution

Viva la revolution!

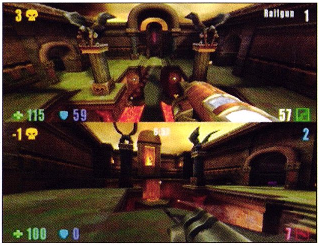
Publisher EA Games
Developer Bullfrog/id
Web Site www.ea.com

Usually when we don't get to play a game before it's reviewable—or worse, published and sitting on store shelves—it means one of two things: Either it's coming from a company that doesn't put forth a lot of effort to promote its games, or it sucks and they don't want us to get the word out before it hits store shelves. So when this first playable version of Quake III Revolution arrived on our last day of deadline with the words "For Review" emblazoned on it, I expected nothing but the worst.

So imagine how my jaw dropped when I fired this puppy up and bore witness to its **astoundingly fast, smooth, gorgeous gameplay**. When I first played Quake III, it was on a 400 MHz Celeron PC with 96 Megs of RAM and a Voodoo 2 card. And it sucked. Seriously, it ran like ass. I eventually uninstalled it because it was giving me a headache. This version is so infinitely better that I'm frankly astonished EA hasn't been trumpeting this game from the rooftops.

For one thing, the **organic, curvaceous, architecturally stunning levels** are a sight to behold. The details and textures are enough to make you want to stop and stare—and most likely get your ass fragged, so don't do it unless you're playing alone. The colored lighting, fogging effects and other such visual niceties are a real treat, too. Seriously, the game's just beautiful.

And then there is the level design itself. While some of the suspended-in-mid-air levels may prove a bit too daunting for newcomers to the game, you can't deny the beauty of a carefully placed jump pad that rockets you to exactly the right spot about six blocks away or three stories up. And as far as the more standard levels go, each one has a palpable atmosphere, from crumbling cathedral-like structures to starkly futuristic battle zones.



But if you've played the game on the PC none of this will come as a surprise to you. I'm sure you're asking: What's so "revolutionary"? Well, in addition to the ability to develop your player over time—complete with changes in appearance, which are a nice touch—the game includes a bunch of new levels and a few new characters (Bullfrog indulged themselves with two characters from Dungeon Keeper, for example). Oh yeah, more about the characters: Since you can't yet download skins to your PS2, the designers thoughtfully provided **a huge selection of characters**, from strange beasties to walking skeletons. You're sure to find something to fit your personality.

But like anything else, this silver lining has a little bit of dark cloud. While the framerate is overall astoundingly smooth, it can sputter a bit when the screen is particularly active. It never gets as bad as, say, Unreal Tournament (incidentally, with Q3R on the scene now, UT should be ashamed of itself), but it's definitely noticeable. Another big deal is the **lack of customization for multiplayer contests**. For a game designed almost exclusively for multiplay, this is particularly disappointing. While there is an acceptable assortment of two- to four-player modes, all of which run wonderfully smooth, there's no way to, say, customize the weapon set. A disappointing oversight.

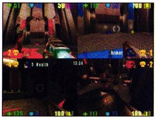
The biggest technical issue is actually the ridiculously long load times when first entering a level—though the game makes up for it with instant restarts of the same level. Other minor gripes are the lack of USB mouse and keyboard support (though I actually prefer the dual-stick approach for FPSs, I realize lots of other folks don't) and the sometimes overly forgiving aim assistance, which can cause you to become inhumanly accurate when zoomed in with the railgun.

But **great levels, great characters, great weapons, great graphics and great execution** add up to a pretty darned great game. I still prefer TimeSplitters, myself, but no one can deny the excellence of this port. It may have been a surprise, but it sure was a pleasant one.

Final Score ●●●●◐

Joe Rybicki

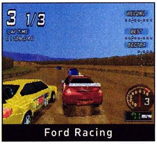
MATURE M ESRB
Players: 1-4
Memory Card: 68 KB

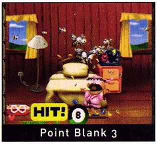


But enough about us...

What do *you* think?

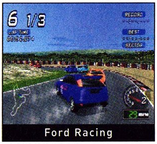
Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*

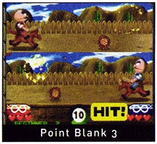

Ford Racing


Point Blank 3

Strikers 1945

Toy Story Racer


Ford Racing


Point Blank 3

Strikers 1945

Toy Story Racer

Ford Racing

Publisher Empire
Developer Toolbox
Web Site www.empireinteractive.com

Nothing quite beats the edge-of-your-seat thrill of shooting down straightaways and barreling around corners, white-knuckled fingers clamped down on the wheel of a... *Ford Festiva?*

In one of the odder licensing deals of recent memory, Empire Interactive has teamed up with the legendary manufacturer of such coveted models as the Escort and the Taurus to deliver a racing game that, while not exactly exhilarating, is at least **surprisingly competent considering its $10 price tag**. (Though, to be sure, just about any game would look competent when compared to Agetec's atrocious Racing.)

The game includes a fair amount of cars and tracks, all of which are opened up by playing through the Career mode. While the Career is handled pretty well, the single-vehicle seasons (series of four or more races with one model, slowly progressing from the hysterically puny Ka through the high-end NASCAR Taurus) can get fairly monotonous. I mean, who drives a Festiva for fun?

Graphics are serviceable but completely without frills. Tracks tend toward monotony, though off-road segments on certain courses do add some variety. Controls are similarly adequate, but not exceptional. All in all, **a firmly mediocre game with an attractive price tag**—kind of like the cars themselves.

Final Score ●●◖

Joe Rybicki

EVERYONE ESRB **Players: 1-2**
Memory Card: 1 block

Point Blank 3

Publisher Namco
Developer Namco
Web Site www.namco.com

If you've played the previous Point Blank games, then you've essentially played Point Blank 3. Once again, Dr. Dan and Dr. Don lead you through a plethora of shooting-gallery-style minigames, as you anticipate one of the 88 levels with GunCon (or subpar third-party light gun of your choice) in hand. And, as usual, it's a blast.

Things are fun enough by yourself, especially in the Endurance mode, where you have three lives to successfully pass every single minigame. Even at the Beginner difficulty (one up from Practice, but still considerably easier than Advanced and Insane), I only ever managed to make it halfway through, to level 45. It gets exhausting, too! Aside from any fatigue you might feel by holding a gun in its ready position for an extended period of time, the overall *stress* of being down to that last life can really get to you.

But **PB3's Party mode is where the most fun is to be had**—assuming you have friends (as many as seven) to play with, as well as a second GunCon (playing with a controller is the key to defeat). Whether it's in an every-man-for-himself tournament or you're part of a team, it's always a half hour well spent.

My only disappointment with PB3? **No Story mode!** It enhanced the one-player experience in the others, but it's not found here. But fortunately, you'll still find a great time.

Final Score ●●●◖

Chris Baker

TEEN ESRB **Players: 1-8**
Memory Card: 1 block

Strikers 1945

Publisher Agetec
Developer Psikyo
Web Site www.agetec.com

All of this month's talk about Medal of Honor got me really psyched to play Strikers 1945 (which the most hardcore of vertical-scrolling-shooter fans will immediately recognize as actually being Strikers 1945 II—so we're talking a 1997 game, not 1995). And man, has this one given me a new perspective of history! Since this is a Japanese game, you're fighting for the mighty Axis Powers in eight missions against those Allied scum, using six unique Axis planes—even the Flying Pancake! After just a few moments of controlling any one of these, though, I started to really respect what our grandparents were up against, what with all the laserfire each aircraft could blast. (We could have made it easier on ourselves, of course, if our downed planes didn't yield power-ups left and right.)

Then again, I've also come to understand the reason that we triumphed in the end. After all, with superweapons like the mega-submarine that turns into a giant robot with lethal arms, not to mention the help of a particularly ugly alien power representing the final boss—and **plenty of random fire that makes things tough on anything but the easiest of the seven difficulty levels**—there's really no way the Allies could have lost. Well, I guess if the Axis planes *really* had unlimited continues, things could have been different. But that's just silly.

Final Score ●●◖

Chris Baker

EVERYONE ESRB **Players: 1-2**
Memory Card: 1 block

Toy Story Racer

Publisher Activision
Developer Traveller's Tales
Web Site www.activision.com

A few months back, Traveller's Tales impressed me with its rather innovative kart-racing title, Muppet Race Mania. Now, with a similar product for a different established franchise, the British developer has managed to create yet another better-than-average entry to the genre that still manages to steer away from Crash Team Racing copycathood.

Now, don't get me wrong. All of the conventions of kart racing are here: cartoony racers (all from the first *Toy Story*—sorry, no Jessie), upbeat music, wacky weapons, knockout mode, etc. But **it's the *types* of races run that begin to set it apart from the rest**. In one, for example, the toy in last place gets eliminated from the race altogether when everyone else completes a lap. Another competition stresses defense—get hit with a weapon, get disqualified. TSR's overall setup is inventive, as well, as you must play as more than one racer in order to advance and unlock more toys.

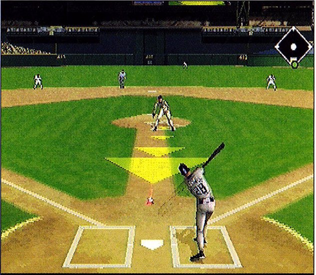
This can also be seen as a fault, though, since fans of, say, Woody can't always race as their favorite character. You also wind up doing the exact same thing repeatedly, only with different characters, on tracks that repeat all too often. **Things go from fun to mildly amusing quickly.**

Still, TSR is great for its intended younger audience. It's the ideal first kart-racing game for the li'l ones.

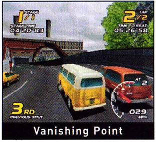
Final Score ●●●

Chris Baker

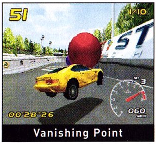
EVERYONE ESRB **Players: 1-2**
Memory Card: 1 block



Triple Play Baseball



Vanishing Point



Vanishing Point

Triple Play Baseball

Publisher EA Sports

Developer Treyarch

Web Site www.easports.com

Maybe I don't get it. Maybe somewhere there's a rowdy bunch of baseball impurists sitting around wishing that every other swing led to a home run. And maybe this same angry mob of bat-waving long-ball-craving heathens has brainwashed the folks responsible for this game.

Maybe I'm being vague, so I'll state this clearly: I do not like Triple Play Baseball.

The reasons for my distaste are as lengthy as the list of frown-faced pitchers who surrendered home runs to Hank Aaron during his illustrious career. My most legitimate complaint is that **Triple Play *isn't* baseball**. I *love* baseball. I like watching it on television. I'll even suffer through an Expos/Marlins game just to find out if Vladimir Guerrero can hit Ryan Dempster's curveball. In Triple Play the question is: Will Vlad hit Dempster's first or second pitch into the grandstand? Dumb.

The hitting altogether can be done while blindfolded. It's **frustrating in its simplicity**. The ball comes in and you swing. Don't bother with adjustments, they're not necessary. Then, after making contact, the hits are all the same trajectory. Either you line a single past the stunned shortstop (who has no time to react, particularly with an idiot camera angle), or you get a cannon boom to accompany a glorious camera switch to demonstrate the mighty clout you've just launched. I don't think the state of baseball today requires every hit to be a dinger. It's just the lack of good pitching which has led to this. I follow with a case-in-point.

When pitching, I can't strike out anyone for three innings with Pedro Martinez (considered the best pitcher in the last 35 years), and **I can't get past two innings without giving up a home run**. Pedro is the best; he gives up 10 home runs a year (mostly solo shots), and averages under two earned runs per nine innings. So why is he so human in Triple Play? Oh, I know: because it's a flawed game.

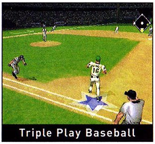
I want to think that a slice of people will like this because it's arcadey or fun. But I can't imagine. If it didn't look so freakin' good, I'd drill it even harder. But it looks nearly PS2-ish in its brilliance. Otherwise, it's not baseball. The biggest strike of all.

Final Score ●●◖

Todd Zuniga

EVERYONE E CONTENT RATED BY ESRB

Players: 1-2
Memory Card: 7 blocks



Triple Play Baseball

Triple Play Baseball

Vanishing Point

Publisher Acclaim

Developer Clockwork Games

Web Site www.acclaim.com

This is a surprise. There was so much interest in Vanishing Point when it was first announced—maybe two years ago now?—and so little news as it neared completion that I feared the whole project had tanked. But while Vanishing Point certainly isn't one of the greatest racers ever, it is a worthwhile diversion for racing fans looking for something different.

As explained in the manual, the game is indeed all about **driving "on the limit."** The vehicles are configured such that you get the feeling that you're really pushing them. While this adds some serious tension to racing, it does get frustrating if—as often happens—you get clipped by a competitor. Other games might shrug off such seemingly casual contact, but VP will more often than not send you into a deadly spin. This, combined with the unforgiving tournament structure, makes progressing through the game and unlocking new vehicles **a stupendously challenging experience**.

This wouldn't be much of a problem if the effort weren't so terribly out of proportion to the reward. I spent days on the seriously difficult Stunt mode, for example, and when I finally beat it my only reward was single-class races. Whee.

Still, the unorthodox time-based racing, solid graphics and realistic control—in first-person mode, at least—make it well worth a look.

Final Score ●●●◖

Joe Rybicki

EVERYONE E CONTENT RATED BY ESRB

Players: 1-2
Memory Card: 2 blocks

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Aqua Aqua	3DO	●●	42
Armored Core 2	Agetec	●●●	39
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The Bouncer	Square EA	●●●	42
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
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FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Gradius III and IV	Konami	●●◖	39
Gungriffon Blaze	Working Designs	●●●◖	39
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
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Madden NFL 2001	EA Sports	●●●●◖	38
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
NASCAR 2001	EA Sports	●●◖	40
NBA Live 2001	EA Sports	●●●	42
NCAA Final Four 2001	Sony CEA	●	41
NCAA GameBreaker 2001	Sony CEA	●◖	41
NFL GameDay 2001	Sony CEA	●	40
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
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Shadow of Destiny	Konami	●●●◖	43
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Silpheed: The Lost Planet	Working Designs	●●◖	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
SSX	EA Sports BIG	●●●●●	38
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Summoner	THQ	●●●	39
Super Bust-A-Move	Acclaim	●●●	41
Surfing H3O	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
Theme Park Roller Coaster	Bullfrog	●●●●	41
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Top Gear Dare Devil	Kemco	●●●◖	41
Unreal Tournament	Infogrames	●●◖	40
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
World Destruction League: Thunder Tanks	3DO	●●●	42
X Squad	EA Games	●●●◖	38

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007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22

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Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●●●●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	◖	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colin McRae Rally 2	Codemasters	●●●●●	40
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon World	Bandai	●◖	36
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS Game Night	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14

Game	Publisher	Score	Issue
Moto Racer World Tour	Infogrames	●●●●	40
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
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RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
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Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
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Road Rash 3D	Electronic Arts	●●●	11
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South Park Rally	Acclaim	●◖	29
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Spyro: Year of the Dragon	Sony CEA	●●●●●	39
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Top Secret Agents

Phil Theobald, Terry Minnich, Kenneth Miller, Cedric Stines

Send us a friggin' e-mail with a trick inside, or we'll never put your name in our magazine! Ahem, yes, well, title it Tricks Forum and send it to ***OPM@ziffdavis.com****. Thanks.*

STARFIGHTER

Unlocking some sweet ships

Here are some tips that might grab your interest. If these aren't enough, patiently wait for our blowout strategy next month.

Unlock the N-! Starfighter

This ship is amazing. But it's not easy to get. You'll have to get a Gold in these six missions:

1. Naboo Proving Grounds
2. The Royal Escort
4. Midnight Munitions Run
5. Rescue On Solleu
6. The Final Assault

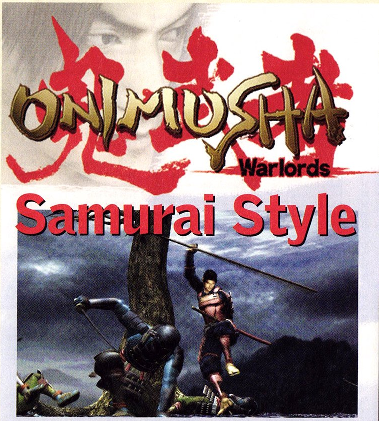
Unlock Darth Maul's Infiltrator

This is even tougher than the N-1. You'll have to get a Gold in *every* mission. But it's worth it. With this ship, even the hardest levels feel downright easy.

Droid Starfighter

ONIMUSHA Warlords

Samurai Style



Onimusha: Warlords pits you in the sandals of Samanosuke, a samurai warrior bent on rescuing Princess Yuki from her demonic abductors. If you've played other adventure games from Capcom like Resident Evil and Dino Crisis, then you have a basic idea of the four-plus hours of gameplay that await you. Of course, a game like this doesn't come without its fair share of tough bosses and challenging puzzles. Have no fear, though—with this guide, we're here to help you get through all of Onimusha's most challenging moments, all the way to the final battle within the inner sanctum of the Dark Realm.

Weapons

Normal Sword • Samanosuke's first sword is very weak.

Raizen • The Thunder Orb's blade is capable of unleashing deadly lightning bolts, making for Onimusha's most powerful magic-based attack.

Enryuu • The Fire Orb allows this weapon to attack with a blast of flames. However, Enryuu is even more useful as your primary weapon for straight-out attacks, as it is the most powerful aside from the Bishamon Sword.

Shippuu • The Wind Orb weapon is quick but not very strong. Its tornado magic is good for when enemies surround you.

Bow and Arrow • Use the Bow and Arrow to take out demon archers who generally hang out on rooftops.

Matchlock • Save this gun for the giant insect boss. Upgrade your Bullets to the more powerful Burst Bullets for maximum damage.

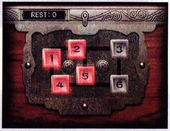
Bishamon Sword • The game's most powerful weapon takes some serious work to earn.

Knife • Kaede's default weapon makes up for in quickness what it lacks in strength.

Sacred Knife • Kaede's second weapon is considerably more powerful.

Kunai • Kaede's throwing weapons are plentiful and terrific for knocking down enemies at a distance. Very effective against tough, slow-moving enemies.

Chest Combos



Onimusha features six trick treasure chests like this one, in which you need to give order to the numbers in order to attain the contents within. One got you stumped? Here are the combinations, listed in the order you should encounter each chest:

Chest #1: Left, Right, Left

Chest #2: Left, Right, Left, Right, Right

Chest #3: Center, Right, Left

Chest #4: Center, Left, Left, Right, Right

Chest #5: Lower Left, Upper Right, Lower Right, Lower Left, Lower Right

Chest #6: Left, Left, Center, Right, Right, Center, Center

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Drown.

Blade

Enter these tricks at the main menu. In the middle of the game, press START to pause and access the Cheat Menu to activate them.

Infinite Weapons: Down, Right, Up, Left, L2, L1, R2, R1.

Infinite Health: Left, Left, Left, Right, L2, L1, R2, R1.

All Items: Right, Left, Up, Down, L2, L2, R2, R2.

Colin McRae Rally

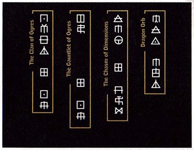
Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Dynasty Warriors 2

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

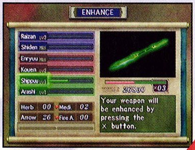
All Hidden Characters Revealed: Square,

Code Chests



Tired of looking around for the books to decode the answers to the questions on the code chests? Well, here are the answers if you'd rather take the easy way out:

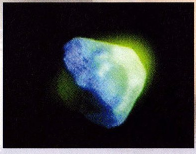
Soul Spending



Your weapon will be enhanced by pressing the × button.

The red souls you collect from fallen foes act as a type of currency that you can use to upgrade your Orbs (which act as keys), weapons, ammo and Herbs. You'll want to upgrade your Orbs and swords quickly—but think carefully before you spend your hard-earned souls. You should pick one sword that you plan you use a lot (i.e., the Enryuu) and upgrade it to Level 3 first. While you're doing that, you should also be upgrading all three of your Orbs at a steady rate, trying to keep them at the same level. Remember to upgrade your Herbs to Medicine. And you want to hold off on upgrading arrows and bullets, as you likely won't need their extra strength until later on.

Find the Fluorite



Eventually in Onimusha, you'll start collecting bluish crystals known as Fluorite—and you'll likely have no idea what they do. As far as gameplay is concerned, actually, they do nothing. But by collecting all 20, you can unlock the secret bonus game detailed on the following page. The trick is, they're invisible until you find the Vision Staff late in the game. Here's a map-by-map guide on how to find each crystal. Just keep in mind that you won't necessarily be able to access each of these rooms right away. And on the same note, once you reach certain parts of the game, you might not be able to go back for any piece you missed.

Nanamagari: None.
Underground Temple (one): The corner just southeast of where you found the Seiryu Vol. 2.
South Area (one): The corners of the area just before the room with the Fire Orb (in the separated, bottom-left part of the map).
The Keep (three): 1) The first floor, next to the staircase farthest to the right. 2) The northwestern-most room on floor two, hidden under boxes beneath a staircase. 3) On the fourth floor, near the makeup box and door.
Keep Underground (two): 1) The southwest portion of the room you accessed with a Level 2 Wind Orb. 2) The wall just east of the room locked with the blue key.
West Area (five): 1) In the first area of the map, near the wall directly ahead of the West Area entrance. 2) In the same area, to the right of the door requiring a Level 3 Thunder Orb. 3)Next to the staircase in the small room at the left side of the map. 4) At the north part of map, in the area before you fight the large demons; at the top of the hill on the other side of the fence. 5) In mid-east room, near Byakko Vol. 1 and Silver Plate.
East Area (five): 1) Southwest corner of the room with Apocalypse #2 (west side of map). 2) On the rooftop, along with Jewels. 3) On the dock for the boat headed to the giant insect boss. 4) In the upstairs room along with Genbu Vol. 3, near Save Point. 5) Next to the ladder in room with Suzaka Vol. 3.
Dark Realm (three): In various chests as you descend the 20-level gauntlet.

Bonus Game

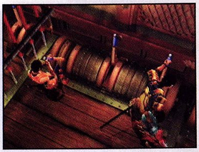
鬼
ONI SPIRITS
魂
START
RESULT
RETURN

If you've managed to find all 20 of the Fluorites in the game, you'll open the pot-smashing mini-game, Oni Spirits. This 12-level game is very tough, but fairly addictive.

The First Boss

You should treat Onimusha's first boss—a big pink guy with upward tusks—just like most large enemies in the game: Move in for some quick attacks and retreat before he can counterattack. Remember to use your sword's magic to cause some major damage, and block with the L1 button when necessary. And look out for charge attacks!

Puzzling Rooms



R1, Square, R2, Square, R2, Square, R1. Nineteen hidden characters will be unlocked In Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.
Edit Opening Cinema: R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

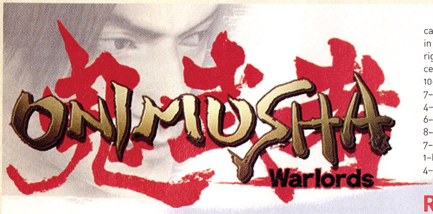
Gradius III and IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it multiple times in the next level.
Double Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle.
Laser Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.
Hidden Modes in Gradius III:
Cube Attack Appears in Extra Mode: Reach Stage 9.
First Gradius Stages Appear in Extra Mode: Get hit with a bullet from the boss of Stage 10.
Extra Edit Appears in Extra Mode: Complete the entire game once.
More Weapons: Complete game in Extra Edit.
Hidden Modes in Gradius IV:
Boss Rush Mode: Complete the entire game once.
Stage Select: Complete the entire game without using a Continue.

Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown. Once these passwords are in, choose "Secret Codes" from the options screen to activate them. The codes will work in the levels you've already completed.
Invincibility: PUISSANCE
Quadruple Firing Rate: BALLESVITE
Bouncing Bullets: RICOCHET
Podoski Mode (One-hit kills for enemies and you): LATIREUSE
Wacky Taxi (one minute to kill each enemy you come across): AUTODINGUO

(cont. on page 108)



Teamwork

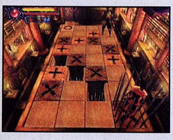
When Samanosuke and Kaede get trapped in a cage-like room, they must work together to free themselves in the first of a series of puzzles. First, have Samanosuke pull the lone switch in the cage that has trapped the two heroes. Then, in the next set of switches, have Kaede pull the switch to the far right. Now, have Samanosuke pull the switch just to the left of her. Next, Kaede must pull the switch to the far left. While she's holding this switch, have Samanosuke run over to the right and collect the Holy Armor from the chest, then activate the switch that's two to the right from Kaede (pulling the switch immediately next to her activates a booby trap). Finally, lead Kaede to the door to escape.

See the Light

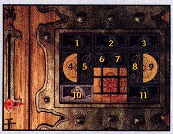
In the next room, use the Enryuu's magic to light the candles and unlock the door.

Trap Door Floor

For this puzzle, remember that, when stepped on, tiles with an X shape on them will drop open all surrounding tiles in a diagonal position, while cross-shaped tiles will drop open all tiles in front, behind and to the sides of them. Make sure your characters aren't in position to be dropped, or it's a quick game over. The best way to handle this is to have Samanosuke make his way to the circle tile at the end of the puzzle, while Kaede steps on a tile in the first or second row on every turn she has. Since tile positioning is random, this might not always work, though, and the best advice is just to be careful.



Water We Gonna Do?



The final puzzle in this sequence is the hardest, since you're under a time limit. There are several ways to get the two crest halves to the bottom center of the screen and solve it, but here's one if you're stuck. As you can see from this screen, we've numbered each tile for you. Simply move the indicated tiles below in the indicated direction (Up, Down, Left, Right) and in the proper order (read from left to right), and you'll save Samanosuke from certain death with time to spare.

10–R(2x) 5–D 6–D
7–D 2–D 1–R(2x)
4–U+R 5–L+U(2x) 10–L(2x)
6–D 7–D 2–D+L(2x)
8–L(2x) 9–L(2x) 11–U
7–R(2x) 6–R(2x) 3–D
1–R(2x) 9–D 8–U+R
4–R+D(2x)

Rooftop Battle

On the top of the Keep, you'll battle a nasty demon who uses the power of the Wind Orb against you. The strategy to defeat him is similar to the first boss: attack, retreat, then attack again. Use as much magic as you can against him, and be sure to block when he uses his tornado magic. This demon does have a shield that can block your sword, so lock onto him by using the R1 button and strafe around him to attack on the side or from behind.

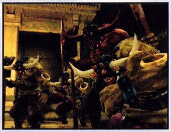
My Evil Twin

In the Keep Underground, Samanosuke faces his greatest foe yet—himself. Evil Samanosuke loves blocking your attacks, making it very hard to even hit him. The best time to hit him is when he charges up his sword to launch his magic attack. When you pull his sword back and it begins glowing purple, quickly rush in and land an attack. If he backs you into a corner, get out of it right away. He can easily trap you there and whittle your health down to nothing.

Dark Descent

Late in the game, that creepy little guy who hangs from the ceiling offers to teleport Samanosuke into a section of the Dark Realm, featuring a 20-level gauntlet of enemies. As you descend, you'll come across chests that contain valuable items. On the final floor lies one containing the Bishamon Ocarina, which you must play at the strange door next to the game's final save point to earn the game's most powerful weapon, the Bishamon Sword.

Demon Attack



When you go to collect the Statue Head, several large demons attack at once. Your best bet is to unleash all of your magic attacks upon them. But be careful—they're as tough as they look.

(cont. from page 107)

Ultimate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in PORTECLEFS as your code and press Send. Everything will now be opened on the "Secret Codes" screen.

Cartoon Sketch Pictures: MOHDESSINS

Dreamworks Pictures: DWIECRANS

Team Pictures: MOHUEQUIPE

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU

Speedy Players: ROCKET MAN

Max Injuries: HAM INJURY

Balanced Abilities: ALL EVEN

Basketball Star Names: BASKETBALL

Big Football: BIG PIG

Huge Players: GIANTS

Tiny, Quick Players: POP WARNER

Fast Movement: BOOSTER

Bigger Hits: CRUNCH

Skilled Running Back: SUPER FOOT

Easier Catches: STICKEM

NHL 2001

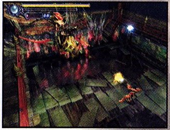
From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

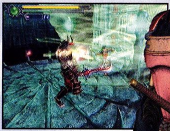
Superstar Goalie: Put in Patrick for

Buggy Boss

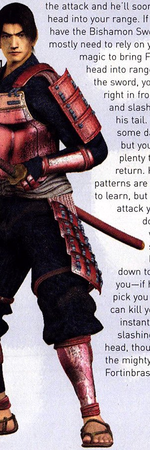


When the insect boss presents itself, arm yourself with the Matchlock and a load of Burst Bullets. Blast any insect enemies that charge at you first, then lock onto the boss. If you keep shooting her, she won't have a chance to attack you, and your shots will also fend off the smaller foes. She'll go down soon enough.

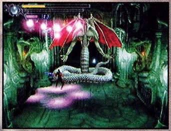
Marcellus



Marcellus can be one tough cookie, especially since he uses his shield to block pretty much all of your attacks. Don't be shy about blasting him with your magic. After he takes a few attacks, he'll lose the shield and begin a full-on assault, making it easier to hit him. If you run out of magic, stay on the move and try to attack him from behind. Persistence is the key.



Fortinbras!

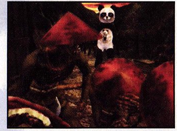


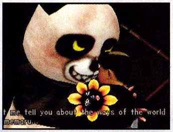
You can only injure Fortinbras by attacking his head, but to get him to lower it down to your level, you'll have to attack his tail with either your sword or a magic attack. If he begins to flinch when you attack, that's the signal that he's going to drop down. Keep up the attack and he'll soon drop his head into your range. If you don't have the Bishamon Sword, you mostly need to rely on your magic to bring Fortinbras' head into range. With the sword, you can get right in front of him and slash away at his tail. You'll take some damage, but you'll do plenty to him in return. His attack patterns are fairly easy to learn, but the main attack you must dodge is when he sweeps his hand down to grab you—if he does pick you up, he can kill you instantly. Keep slashing his head, though, and the mighty Fortinbras will fall.

More Secrets

Movie Trailer

After you beat the game, a new option called "Special Feature" will appear on the game select screen. In the Special Feature menu, you'll find a short sneak preview of Onimusha: Warlords 2.





Extra Costume

Another bonus that you earn for beating the game is Samanosuke's extra costume. Start a new game and choose"Extra," the mighty samurai Samanosuke will be wearing a lovable panda costume. The soul-stealing Orb on his arm is even changed into a happy, smiling flower. How cute!

the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Ready 2 Rumble Boxing: Round 2

Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

Silent Scope

On the mode select screen, enter these cheats as shown.

Professional Mode: Hold the R1 button and quickly press START, START, START, START.

Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START.

Professional Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START, START.

No Crosshair: Right, Right, Right, Square. You will hear an explosion when entered correctly.

Romantic Mode: Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.

Super Fast Professional Mode: Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Mirror Mode: Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.

No Scope: Right, Down, Right, Square, Right, Down, Right, Square.

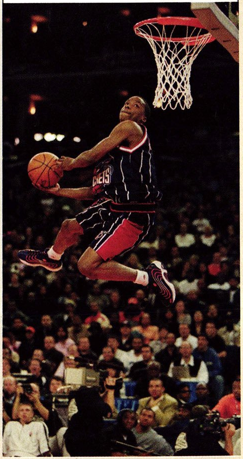
(cont. on page 110)

KNOCKOUT KINGS 2001 (PS2)

How to unlock some seriously cool superstars from EA's stable

From the main menu select Modes then click on Career. Next, choose New and enter any of the following names written in CAPS to unlock some really sweet (and sometimes surprising) boxers. Now get in the ring and fight!

MECCA	Ashy Knucks	ZITO	Chuck Zito
AUSTIN	Ray Austin	BOSTICE	David Bostice
NELSON	Trevor Nelson	DEMART	David DeMartini
JGIAMBI	Jason Giambi	BAILEY	Joe Mesi
HATCHER	Charles Hatcher	JBOTTI	John Botti
OSUNA	Bernardo Osuna	JRSEAU	Junior Seau
DEFIAGBN	David Defiagbon	OWNOLAN	Owen Nolan
MRBARRY	Barry Sanders	STEVEF	Steve Francis



THE BOUNCER

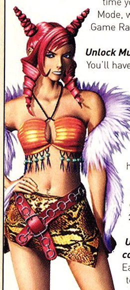
Unlocking characters on one of the prettiest games ever made

The more you beat the game, the more characters you'll unlock. Here's what to do to get a few of the cooler characters.

Unlock Leann Caldwell
When playing through the game, you'll notice Kou chatting on the phone. If you play as Kou (never switching at any time), you'll hear her voice and discover that her real name is Leann. During the end sequence Kou will encounter Leann in Central Square to do battle. Easiest way to defeat her is to use the Circular Uppercut move to juggle her in the air.

Unlock Wong Leung
To unlock Wong (Sion's sensei) play through the game with any character. When you come to the battle against Kaldea, have any character other than Sion fight her. Then, use Sion to complete the game. During the closing sequence, before Dominique comes to visit Sion who is working the door of the bar, you'll view a flashback sequence where Sion will battle his master.

Unlock Echidna
To unlock the loud Echidna in Versus and Survival Mode, you'll have to take her down in Battle 6 onboard the MSD Cargo Train. Another thing worth noting: her Rank improves every time you defeat her in Story Mode, wholly based on your Game Rank.



Unlock Mugetsu
You'll have to defeat Mugetsu in Battle 10 of Story Mode in the Hanging Garden to unlock him in both the Versus and Survival Modes. If you do, he'll be wearing a mask. To unlock him without the mask, defeat him in Battle 24 on the Air Carrier.

Unlocking alternate costumes
Each Bouncer character has four costumes that can be used in the non-Story Mode. To use these costumes hold R1, R2, L1 or L2 while choosing a character. R1 is the default costume color.

fear effect 2

RETRO HELIX

NEW ARTILLERY

More guns, more choices. Try using the ammo that enemies drop as a rule, except in boss battles. In that case, use the best weapon you have to give yourself a chance at winning.

HANA SAYS: *"Know Your Weapons."*

Shock and Rock

Two weapons that deserve special attention are the Arc Taser and the Rocket launcher.

The Arc Taser has no actual ammo. Instead, it has a depleting charge that refills on its own. As an added bonus, the Taser will hit not only the enemy you're aiming at, but also other nearby enemies. There are two drawbacks, though. When you're fighting hordes of strong enemies, the charge is likely to run out before they're dead. Also, it won't work on the stronger enemies in the later parts of the game.

The Rocket Launcher is the best weapon in the game. But there is little ammo for the Rocket Launcher to be found throughout the game. In fact, Rocket Launcher ammo is so scarce that it's best to save it all for the last area of the game. You can afford to fire off a rocket or two in the earlier parts of the game if you're in a real jam, but don't overdo it or you'll be sorry (and dead) later.

ITEM USAGE

Sometimes the Use indicator will pop up for no apparent reason. If this happens, try using all the items in your inventory (besides weapons) before you pass it up. Often, an item you didn't even know you had will solve a puzzle.

RAIN SAYS: *"Use Your Head."*

Run, Run Away

It's important to know when to run. The most notable time is when you're being chased (be it by a helicopter, a monster or an explosion). You can usually tell if you're supposed to be running away by carefully watching the screen. If the screen appears to be moving, you should be too. This isn't always the case, but it never hurts to be ready. Most of the time, if you're supposed to be running and you don't, you're not going to live long. Fortunately, there is typically a save point before such situations.

Save (Very) Often

In case it's not obvious, you should always save whenever you get the chance. If you save the game and immediately take out a bunch of enemies, go back and save it again before continuing. If you're hurt badly in a fight where you know you could have done better, reload your last save. It'll really help in the long run. It's also useful to keep more than one save file (we used 102, to be exact) if you have the memory card space to spare. Finally, make sure to turn on Save Beacon in the options to make save points visible.

(cont. from page 109)

Hidden Mode (All enemies are invisible): Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle.
Night Mode: Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.
First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.
No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.
Half of Life for 5 Seconds: Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.
5 Seconds for Half of Life: Pause during play and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

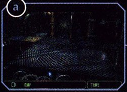
Spider-Man

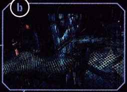
On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCH EM
Character Viewer: CVIEW EM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR

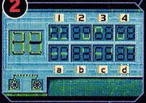
aqueduct

1 **(a)** Search to the right of the door to find the EMP (which can be used to momentarily deactivate the fixer robots) and to the left to find the Metal Hook.
(b) Head back up and enter the first door you come to. Use the hook to pull open the grate and get the Yellow Key Card.



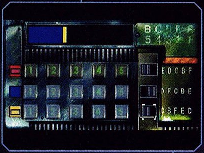


2



To input the access codes at the computer, you have to create the numbers 80 and 86. To create 80, select 1, 2, 3, 4, C, D. To create 86, select 2, 3, 4, A, B, D.

3



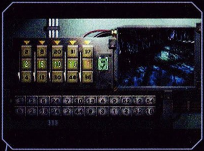
To pass this puzzle, move the cursor to each color, highlight each number in order, then flip the switch at the end of the row:

Blue: 3, 1, 4, 5, 2

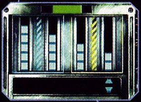
Yellow: 4, 5, 1, 2, 3

Red: 2, 3, 4, 5, 1

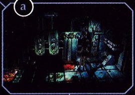
4 This puzzle is just basic math. Select a number, then highlight the correct box and press the action button to input the number. (The top row of numbers is positive and the bottom row is negative.) Input +2, +5, +10, +13, -1

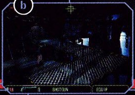


5 Once you reach a hallway blocked by steam, you'll need to solve a nearby puzzle to pass. Starting from the left, push up four times on the first bar, three times on the second bar, two times on the third bar, and one time on the fourth bar to deactivate the steam.

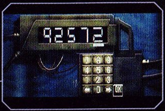


6 **(a)** Get the Machine Cog, then take it to the empty spindle here to free a special fixer.
(b) Go all the way back to the second room you entered in the Aqueduct to find the special fixer. Destroy it to get a Fixer Battery.

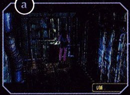


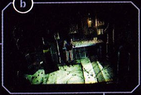


7 Use the code 92572 to open this door.

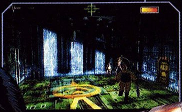


8 **(a)** Use the blasting caps here, then hide in the space above and wait for the robots to pass.
(b) Next, go down the ramp that was previously guarded by fixers and retrieve the Fixer Chip here.





9 To defeat the boss, equip the Assault Rifle, make sure the boss is between you and the water on the wall, and blast away to knock him into the water. Do this three times and he'll go down.



Full Health: DCSTUR
Big Heads: DULUX
Debug Info: LLADNEK
Everything: EEL NATS
No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.
Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.
PaRappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.
View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.
Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.
All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.
Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.
Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Star Trek: Invasion

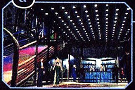
Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One-Hit Kills," "Player Can't Die"

(cont. on page 112)

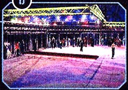
wing chune party

① (a) Find Big Tom here, then walk around a bit. When you return to Big Tom, you'll receive the Filled Glass.
(b) After that, roam around in this area and you will encounter Shao Chiu, who will give you the much-needed Gold VIP Bracelet

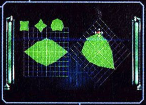
a



b



② You need to stretch the shapes on the right to match the shapes on the left. Just follow our helpful directions:



1) ↓, ↑, ↓, ↑, ↓, ↑, ↓, ↑

2) ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓

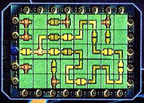
3) ↑, ↑, ↑, ↑, ↓, ↑, ↑, ↑

4) ↓, ↓, ↑, ↓, ↓, ↓, ↑, ↓

5) ↓, ←, ↓, ←, ↓, ←, ↓, ←

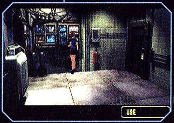
6) ↓, →, ↑, ←, ↓, ↑, ↓, ↑

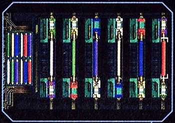
③



To make the closed circuit and neutralize the voltage, just place the pieces as shown here (you can rotate a piece to make it line up).

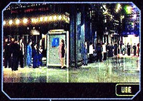
④ You need to move the colored rods to match the lower set on the left. You can't move a rod if it's electrified, so cut the current to two colors to switch them. To cut the current, remove the circuits from both of the holes that match that colored rod. For example, your first move should be to move the circuit in the upper-left green hole one hole to the right.



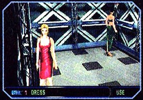


This will cut the current to the green rod. Next, move the circuit in the white hole (above the white rod) one hole to the right (into the red hole) to cut the current to the white rod. Then, switch the green and white rods. Keep switching until the colored rods match the pattern.

⑤ To get the Elevator Keycard, just enter the now-unguarded men's bathroom. Quickly run past the guards to the man in the back to get the keycard, then run back out.



⑥ Once both lovely ladies are in the elevator together, make use of the Dress in your inventory to put on a little show for the camera.



(cont. from page 111)

and "All Weapons"!

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

Summoner

Comedy Role-Playing FMV: On the main menu screen, move down and access the "Credits" option. While the credits are scrolling, press X. You'll see a hilarious outtake of the characters from Summoner engaging in a role-playing game.

Swing Away Golf

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Syphon Filter 2

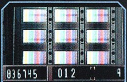
Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

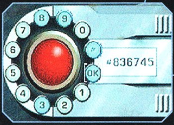
Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order:

wing chune tower

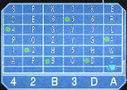
① You can get the code to access the monitors in the Video Room from the panel on the door lock elsewhere in the building (shown below), or you can just get it from us. The code is 836745.

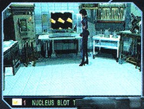


② 

To open this door, just use the code you got from the video monitor. Didn't get it? Forgot it? It's 4615207, then press OK.

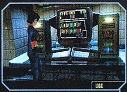
③ This code is a bit tricky if you don't have a good memory. Just align the digits to match our helpful green dots.



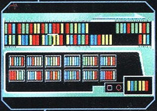
④ 

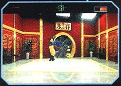
Once you get the Blots, you'll need to get information from each of the four computers in the various rooms. Just match up the Blot color to the color of the computer screen.

⑤ After you obtain all four DNA Blot Discs, find the main DNA computer and use the DNA Disc to activate this puzzle. You have to select each DNA group and place it into the correct space. To make it more confusing, you can flip the group with the Square or Circle button. Just look at each space and look for a DNA group where the colors match up.



Yellow pairs with Red. Green pairs with Blue. There are three total screens in the puzzle, so make sure you get all of them.



⑥ 

Dealing with this boss isn't that hard. Just crouch and fire away with your Plasma Wrists. When he's about to fire, roll to the side and continue firing.

Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the

(cont. on page 114)

DVD EASTER EGGS

Rush Hour DVD

There's a hidden music video on the *Rush Hour* DVD and if you want to find it, follow these made-to-order directions. First, go to Special Features and play the Dru Hill "How Deep Is Your Love" music video. While that's playing go to Title: 04, Chapter 3. A special "Evil Luke Lee" video appears. The director will even pop on and say that you've found the secret video. Remember, this egg only works if you play the Dru Hill video.

DIGITAL SURROUND SOUND
WIDESCREEN
"ONE OF THE YEAR'S BEST!"
OUT OF SIGHT

Out of Sight DVD

If you haven't seen this flick, you're missing out. It's fantastic. Anyhow, there's a hidden trailer on the DVD. Here's how you find it: Go to the Cast and Crew selection. Choose Steven Soderbergh (he's the director). Then go to his complete filmography and you'll find a trailer there for *The Underneath*. It's a pretty sweet trailer, and it's nice quality, as well.

The Killer DVD

To find the hidden trailers enter the "Cast And Crew Bio" screen. Once there select Christopher Reeve and you'll get the trailer to *Somewhere In Time*. If you choose Kirstie Allie, you'll get a trailer for *For Richer Or Poorer*. If you choose Michael Pare you'll find a trailer for *Streets Of Fire*. Finally, if you select John Carpenter you'll get a trailer for *The Thing*.

Mars Attacks! DVD

This is simple stuff, but there's a Martian Audio Track on the DVD. Go to the soundtracks then select, you guessed it "Martian Audio Track." There you'll hear an interesting sound. We won't ruin it for you, though.

Dark City DVD

This is a really sweet extra. There's a Shell Beach game on the disc. To find it, hit "To Shell Beach" on the main menu. After that you'll have to do the following steps in order. If you mess up you'll have to turn off your DVD player and start from scratch.

1. Go to Cast & Crew: Kiefer Sutherland. The first page has a bloody knife. Click on it.
2. Go to Neil Gaiman on Dark City. The first page has a postcard. Click on that.
3. Go to The Metropolis Comparison: Original Weekly Variety Review. The last page has a postcard. That's right, click on it.
4. Go to Cast & Crew: Trevor Jones. The last page has the snow globe. Select it.
5. Go to Cast & Crew: William Hurt. The last page has the clock. We're guessing you know what to do at this point.
6. Go to Set Designs. Find the syringe and then click.

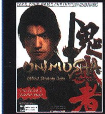
Time Out with Britney Spears DVD

This is great stuff, and if you're not ashamed to love Britney, neither are we. First, go to the "Cool Stuff" menu and choose "Trivia Game." Answer correctly and you'll see Britney giving attitude to her mother. Weird stuff.

STRATEGY GUIDES

Which guides should you buy? Check our five-disc rating to see how they scored with us. The higher the better, obviously. And this month shows off a nice crop. The nicest yet, we'd say.

Star Wars Starfighter
Although not the longest game ever made, Starfighter is packed with bonuses. Fighting through the storyline isn't tough, but achieving those elusive gold medals can be. That's where this guide excels. It's concise, to the point, and presented in a clear fashion, even if the screen shots are a little small in places, thus losing their usefulness. It goes to the trouble of walking you through all of the bonus levels, and showing you how to open the extra stuff. A really nice guide.
Final Score ●●●●
www.primagames.com



Onimusha: Warlords
Onimusha isn't a game that many will need a guide for, so it's nice there's a bunch of extra stuff that's interesting to read. You've got your standard walk-through and battle tips, as well as an explanation of every single one of the game's secrets—and it really does tell you every single thing you could hope to know about the game. Deep explanations of each character, along with some history, are a nice supplement. I can't imagine an Onimusha guide better than this.
Final Score ●●●●
www.bradygames.com

The Bouncer
While you certainly don't need a strategy guide to get through The Bouncer, if you're going to go that route it's hard to beat an exhaustive resource like this one. The guide goes into excruciating detail and—get this—actually includes things you can't find out just by playing the game (like the relative hit points of various enemies and the strength of your own characters' attacks). This is enough of a rarity these days to make this guide worthwhile. It's certainly not a necessity to play the game, but it does help you get the most from it.
Final Score ●●●●
www.bradygames.com

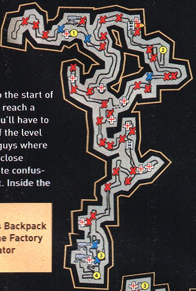
Fear Effect 2: Retro Helix
This is a fantastic guide for a fantastic game. Anyone that's tried to tackle FE2 knows that the puzzles can be excruciatingly difficult. This one carefully walks you through every single area, giving you a plethora of screenshots along the way. It also features wonderful art, and enough information on the characters to keep you reading even when you're not playing the game. The only shortcoming is that they don't give you all of the codes. But the rest is done so well, it's not a big deal. Buy this game. Buy this guide.
Final Score ●●●●●
www.primagames.com

MEDAL OF HONOR UNDERGROUND

If you haven't had a chance to sit down with Medal of Honor Underground, you should. And if you can't get past the later levels, that's what this guide is for. Good luck.

Map Key

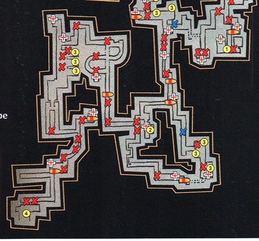
✕	Standard Enemies
✕	Spawning Enemies
✚	Health
▬	Ammo
●	Bomb
H	Ladders
①	Objectives
⊤	Machine Guns



Plans for Destruction

The explosives you need for Objective 1 are pretty close to the start of the level. Pick them up and continue on the path until you reach a road sign. Take the left path to reach the factory plans (you'll have to crawl to reach them). Next, crawl back to the main part of the level and find the guard tower. There will be three or four bad guys where you crawl out of, so watch it. The generator and tram are close together toward the end of the level. The path there is quite confusing, so follow our map closely if you want to get through it. Inside the only building with equipment (the rest are empty) will be a machine that looks like a fan. Turn on the generator and head for the tram. All you have to do at the tram is hit the controls and walk on in.

Objectives
1. Find the Explosives Backpack
2. Get the Plans for the Factory
3. Activate the Generator
4. Activate the Tram



Sabotage

You can find the control room key on a soldier directly north of where you start. Get the key, then head for the door controls (check the map). You'll see a set of V1 machines on your way, but you won't be able to reach them all until you complete Objective 2 (there are three sets of these machines in all, so check the map for their locations). Once you complete Objectives 2 and 3, you'll be able to open the previously locked door near the end of the level. Go straight to reach the Objective 4 V1 stockpile that needs to be destroyed. The other hallway in this area leads to the exit.

Objectives
1. Find Control Room Key
2. Activate Door Controls
3. Destroy V1 Machinery
4. Destroy V1 Stockpile

(cont. from page 113)

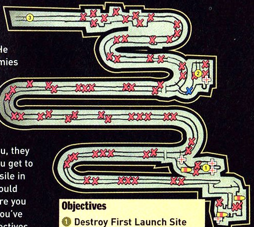
results as shown.
All Items: While the compass faces north, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.
All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will have all the weapons, unlimited ammo, etc.
Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the Inventory screen. You will now be taken to the next level of the game.

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.
Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.
Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.
Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Square, Left,

Sidecar Shootout

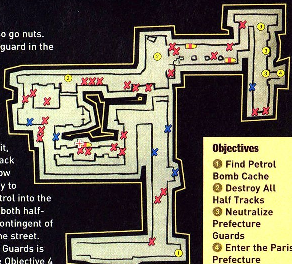
You'll travel a short time until you reach the double agent who will be your driver. Here's the fun part: He drives, you shoot. Most enemies are grouped in pockets around barrels of explosives. Hit the barrels to take out the group. Be sure to kill all enemies you see, because if you let any pass behind you, they will tear you apart. When you get to the launch site, find the missile in the middle of the area. It should have a blinking red box where you place the explosives. Once you've destroyed both sites for Objectives 1 and 2, you have to exit town.



Objectives
1. Destroy First Launch Site
2. Destroy Second Launch Site
3. Exit Town

Final Uprising

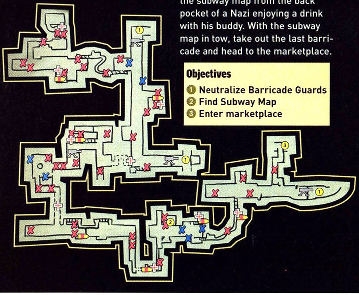
This is another fun sniper level, so go nuts. Objective 1 is very easy. The only guard in the area will be hiding near the barrels on the left, so take a quick head shot, then snag the petrol. The first half-track you have to destroy for Objective 2 can be found a little further up the path, but there are several large enemy spawn areas before it, so be prepared. The other half-track is just beyond the first one. (By now you should know that the best way to take out a half-track is to toss petrol into the open top.) Once you've destroyed both half-tracks, you need to take out the contingent of Prefecture Guards a little down the street. Once the last group of Prefecture Guards is taken out, go ahead and complete Objective 4 by entering the Paris Prefecture.



Objectives
1. Find Petrol Bomb Cache
2. Destroy All Half Tracks
3. Neutralize Prefecture Guards
4. Enter the Paris Prefecture

Street by Street

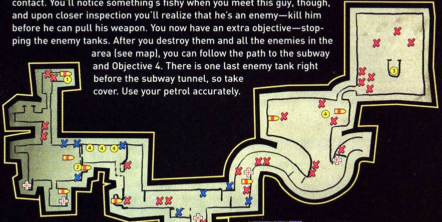
You've got three sets of barricades to take out for Objective 1. Because each barricade has a machine gun and between three and five enemies, this will be no easy task. The first two barricades are near the beginning of the level; the last one is toward the end (once you've destroyed the second barricade, concentrate on completing Objective 2). After you've destroyed the second barricade, look for the space you need to crawl through to reach the second half of the level. To complete Objective 2, find the only bar in town and take the subway map from the back pocket of a Nazi enjoying a drink with his buddy. With the subway map in tow, take out the last barricade and head to the marketplace.



Objectives
1. Neutralize Barricade Guards
2. Find Subway Map
3. Enter marketplace

Operation Marketplace

Pick up the panzerfaust near the start of the level and head for your contact. You'll notice something's fishy when you meet this guy, though, and upon closer inspection you'll realize that he's an enemy—kill him before he can pull his weapon. You now have an extra objective—stopping the enemy tanks. After you destroy them and all the enemies in the area (see map), you can follow the path to the subway and Objective 4. There is one last enemy tank right before the subway tunnel, so take cover. Use your petrol accurately.



Objectives
1. Find Panzerfaust
2. Meet Contact
3. Escape into Subway Tunnels

Your contact will sell you out. Make him regret it, then go destroy the tanks.

Up, Square, Left.

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square, Triangle, Up, Right.

Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.

Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press X to jump and then hold X in the air to start rising up. Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will

(cont. on page 116)

ROCKSTAR

Tricking out Oni, Smuggler's Run and Midnight Club

Considering Rockstar's early PS2 efforts, we figured we'd give you a series of codes from their popular PS2 games. How kind of us.

Oni

Enter these codes by hitting SELECT during the game and scrolling down to the Help option. Always start by pressing L2, L1, L2, Square, Circle, Square. Then after that enter any of the codes shown below. (Note: the L3 and R3 commands are performed by pressing in the left analog stick for L3 and the right analog for R3).
Big Head: START, Square, Circle, START.
Mini-Me: L3, R3, Square, Circle.
Fists of Fury (stronger hits): R3, L3, Circle, Square.
Behemoth (get big): R3, Square, Circle, L3.
Omnipotent (one-hit kill): L3, R3, Circle, Square.
Fat Loot (all ammo and hypo): Circle, Circle, Circle, R3.
Super Ammo (infinite): L2, L2, L1, L3.
Invisibility: L1, R3, L2, L3.

Smuggler's Run

Invisibility

To make your car invisible (but the cops can still see you) just pause the game during gameplay and press R1, L1, L1, R2, L1, L1, L2. You'll hear a sound when you enter the code correctly. If you want your car to be visible again just re-enter the code at the pause screen. The code will also reset after you start a new mission or quit out of the one you're currently in.

Bouncy Car

To make your car super bouncy like there's very little gravity, just pause the game during gameplay and press L1, R1, R1, L2, R2, R2. You'll hear a sound when you enter the cheat correctly and will remain active until you either quit out or beat the level.

Slowing the Clock

To make the action and time clock move really slowly, just pause during gameplay and enter R2, L2, L1, R1, LEFT, LEFT, LEFT. You will hear a sound when entered correctly and when you return to the game the effect of the code should be quite noticeable. When you start the next level the code will be deactivated.

Speeding the Clock

To make the game play faster, including how fast the clock counts down, pause the game and enter R1, L1, L2, R2, RIGHT, RIGHT, RIGHT. You will hear a sound when done correctly. When you quit or start the next level the cheat will be deactivated and you'll have to re-enter it.

Midnight Club: Street Racing

Crossing Over

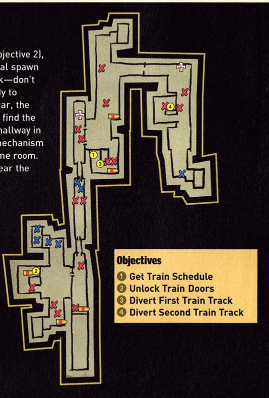
If you have Smuggler's Run data saved on that memory card of yours go into Arcade Mode in Midnight Club. Among the cars you will be able to select the Dune Buggy. You'll get a pleasant message from Rockstar saying, "Thanks for buying both games." How kind.

The End of the Line

First, unlock the doors to the train (which is actually Objective 2), then board. There are tons of enemies here, with several spawn points in the area, so pay attention and watch your back—don't just sit and wait for the doors to open when you're ready to change cars. Once you kill all the enemies in the final car, the train will stop and you can exit into the station. You can find the train schedule you need for Objective 1 at the end of a hallway in a room with a big glass window (check the map). The mechanism that lets you divert the train for Objective 3 is in the same room. The mechanism for Objective 4, on the other hand, is near the end of the level.

PRESS ACTION BUTTON TO USE
FIRST TRACK DIVERTED
GATE UNLOCKED

The Train Schedule is in this room with the glass window. The first train mechanism is here as well.



Objectives

- ❶ Get Train Schedule
- ❷ Unlock Train Doors
- ❸ Divert First Train Track
- ❹ Divert Second Train Track

Where Eagles Dare

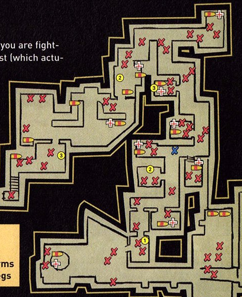
These levels are really a bonus. You are not fighting humans; you are fighting, um, dog warriors. They'll simply bite at your ankles at first (which actually kills you as quickly as a bullet, especially when there's four or more of them), but as you progress, they'll start carrying guns. The journal is close to the first heavy opposition you'll run into—a half-track. Take it out, grab the journal, then you'll get two more Objectives. You are going to put a crazy nutcracker ally together called the Panzerknacker. To do this, you need all the parts—this level has the arms and legs. Check the map if you want exact locations. There are (duh) two arms and two legs.

JOURNAL LOCATED

Time to start assembling your Panzerknacker. This level holds the legs and arms.

Objectives

- ❶ Locate Journal
- ❷ Find Panzerknacker Arms
- ❸ Find Panzerknacker Legs

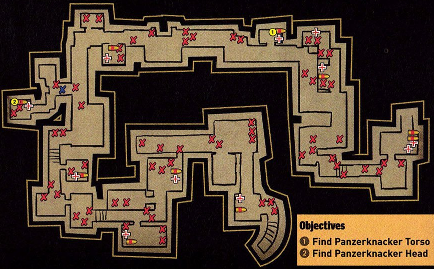


(cont. from page 115)

tally your score.
Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.
Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.
Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.
No Blood: Right, Up, Square, Triangle.
Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.
Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.
Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game.
NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose an empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.
AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT

Rotten to the Corps

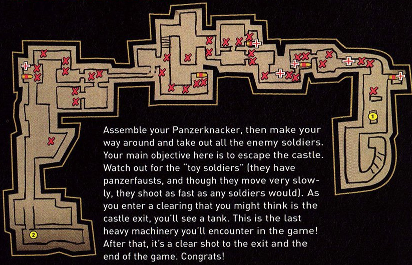
OK, here you're back to fighting what at least looks human: zombies and those annoying black-plated knights. The best thing to say here is to look at the map. There are knights and zombies all over the place, and as you know, the knights don't fall easy! You can find the torso for Objective 1 pretty early on. There are plenty of enemies and motorcycle guards all around, though, so be careful. Defeat the two knights that will attack you after you obtain Objective 1, then start searching for the Panzerknacker Head (check the map). Once you've gotten it, a few zombie guards will walk in. Defeat them and head toward the exit.



Objectives

① Find Panzerknacker Torso
② Find Panzerknacker Head

I, Panzerknacker



Assemble your Panzerknacker, then make your way around and take out all the enemy soldiers. Your main objective here is to escape the castle. Watch out for the "toy soldiers" (they have panzerfausts, and though they move very slowly, they shoot as fast as any soldiers would). As you enter a clearing that you might think is the castle exit, you'll see a tank. This is the last heavy machinery you'll encounter in the game! After that, it's a clear shot to the exit and the end of the game. Congrats!

Your Panzerknacker is not invincible by any means. Cover him the best you can and he'll help toward the end of the level.

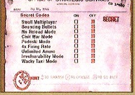
Objectives

① Assemble Panzerknacker
② Escape Castle

Secrets

Every level you beat with an "Excellent" rating will give you a new secret code. Some of these codes make the game a lot more stressful, but most of them make it a lot more fun. Here's a list of the codes you get and what they do.

Swell Multiplayer: This is kind of weird; it messes up both of your controls, freezes them, reverses them, and generally screws things up.
Bouncing Bullets: This is awesome—your bullets bounce off all the walls.
No Reload Mode: This is Quake on crack.
Civil War Mode: This makes it an every man for himself scenario, except for whoever's with you.
Podoski Mode: One-shot kills. Pretty self-explanatory.
4X Firing Rate: Did we say Quake on crack before? This will make your gun take a hit from the same pipe.
Unlimited Ammo: Duh.
Invulnerability Mode: Double Duh.
Wacky Taxi Mode: You've got 60 seconds to complete the mission and the only way to gain more time is to kill, kill, kill. It's really fun when you've gone through the game—convenient since you have practically to go through the game to get it!

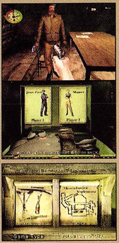


OFFICE OF STRATEGIC SERVICES

Secret Codes	ON	OFF
Swell Multiplayer	☐	■
Bouncing Bullets	☐	■
No Reload Mode	☐	■
Civil War Mode	☐	■
Podoski Mode	☐	■
4x Firing Rate	☐	■
Unlimited Ammo	☐	■
Invulnerability Mode	☐	■
Wacky Taxi Mode	☐	■

Secrets Behind the Secrets

You can release something extra for each mission you play. For most missions, you'll earn extra uniforms for multiplayer and a secret code (of course, the higher the level you beat, the better the code you'll get), but you can also unlock multiplayer theaters, medals and Momentos. The uniforms you win are actually characters taken directly from the game. Want to play as the archaeologist? He's in there with just about every other character and enemy you encounter. The momentos and medals you can win are strictly for bragging rights. These hard-to-get items don't necessarily "give" you anything, but you can unlock the last level, Panzerknacker Unleashed, if you can get them all.



CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.
Level Skip: In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.
999 Ammo: In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.
Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.
Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. Move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.
Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. Move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

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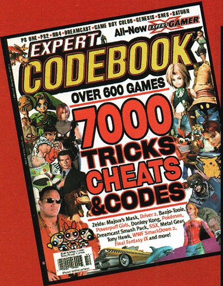
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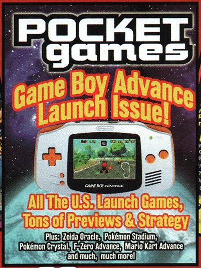
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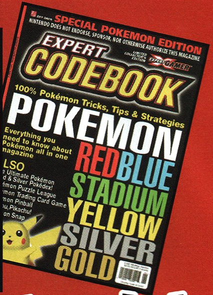
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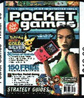
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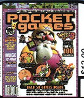
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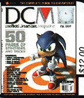
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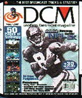
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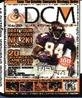
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DON'T BELIEVE THE HYPE

In the murky world of game company PR, the line between fantasy and reality is a blur

In today's cutthroat gaming industry, it's not surprising that PR types tend to be a bit, ah, overenthusiastic when hyping a game. Check out these choice quotes from the press releases of some of last year's less superlative titles.

The Grinch

What they said:
"An edgy mixture of puzzles, action, collection and exploration, The Grinch will play to the young, Whovenile [sic] delinquent teens, and adults who grew up reading Dr. Seuss books."
What they meant:
"We hope the movie does well on video."
What we said:
"Buy The Grinch, slip it under the tree,
Wrap it up nice, then snicker with glee.
For nothing will dampen a child's joy
Like receiving an utterly worthless toy."

Woody Woodpecker Racing

What they said:
"Players will experience some of the fastest and wackiest racing competition ever."
What they meant:
"It should be noted that by *fast* and *wacky*, we mean *slow* and *boring*."
What we said:
"The boring, slow two player-mode is the worst in a kart racer since Magical Racing Quest."

Duke Nukem: Land of the Babes

What they said:
"Planet of the babes shoots high and scores a true milestone release in the Duke Nukem franchise...[with] mature, compelling gameplay that pushes the envelope with no-holds-barred combat, high-resolution graphics, and an innovative Duke survival system that replaces the typical health system found in all other shooters and, lest we forget, lots of babes."
What they meant:
"We've got boobs. Lots of 'em."
What we said:
"Let's face it—the whole thing is getting old now. No, check that. It is old now. Seemingly cognizant of this fact, n-Space has made sure to include even more curvaceous, Croftly bosomed female characters than ever before for the latest Duke adventure, hoping that plenty of huge breasts will make us think better of an otherwise mediocre game. It's too bad that that method is old already, as well."

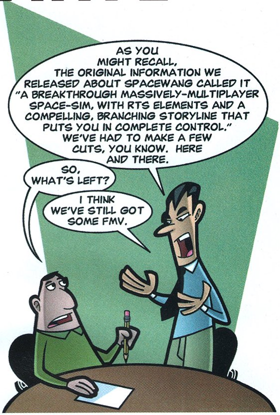
AS YOU MIGHT RECALL, THE ORIGINAL INFORMATION WE RELEASED ABOUT SPACEWANG CALLED IT "A BREAKTHROUGH MASSIVELY-MULTIPLAYER SPACE-SIM, WITH RTS ELEMENTS AND A COMPELLING, BRANCHING STORYLINE THAT PUTS YOU IN COMPLETE CONTROL." WE'VE HAD TO MAKE A FEW CUTS, YOU KNOW. HERE AND THERE.
SO, WHAT'S LEFT?
I THINK WE'VE STILL GOT SOME FMV.

illustration by Penny Arcade

THE WAY OF THE URL

When typing in the name of your favorite game followed by .com, you might find yourself bored, shocked or mildly surprised, at best. Here are some games and what their URL leads to:

www.spyro.com	Greek gift site
www.halflife.com	"The world's first Internet musical"
www.herdygerdy.com	all about Maastricht, Netherlands
www.oni.com	an optical techie Web site
www.ssx.com	a porno portal
www.fantavision.com	your link to 3D TV
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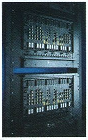
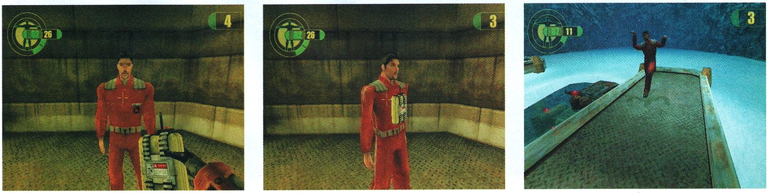

The Online 7000, from oni.com

OOPS!

In last month's Twisted Metal feature, on page 93, the person who was listed as Kevin Pulley was actually Chad Liddell and the person listed as Angelic was actually Kevin Pulley. Also, on page 87 last month we incorrectly identified Dave Jaffe as lead designer on Twisted Metal Black when he is, as stated elsewhere, the director and senior designer. Steven Ceragioli, who was listed as game director, is in fact assistant designer.

WACKY SCREENGRAB COMIC STRIP OF THE MONTH


Red Faction fun: a guy who looks like that one guy from the mall blowing up in a humorous fashion.

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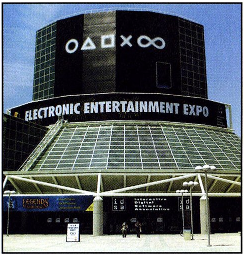

Editorial content subject to change

The biggest event of the year in gaming is almost upon us. We'll have a full report on what will be on show at E3 in May.

PLUS! Dark Cloud, Gran Turismo 3, WWF SmackDown! 3, Silent Hill 2, The Getaway, and more new info on Metal Gear Solid 2.

ELECTRONIC GAMING MONTHLY

May 2001
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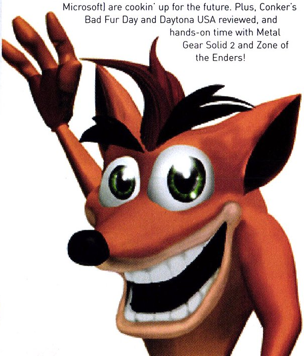
The PS one's unofficial mascot finally comes to the PS2—but without Naughty Dog at the helm. Does Crash Bandicoot still have game? Also: Online gaming has finally arrived, but has it really caught on? *EGM* takes a look at the home-grown communities and clans that have sprung up around online console play, in addition to what the big boys (like Sony and Microsoft) are cookin' up for the future. Plus, Conker's Bad Fur Day and Daytona USA reviewed, and hands-on time with Metal Gear Solid 2 and Zone of the Enders!



EXPERT GAMER

May 2001
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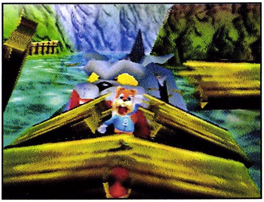
Pokémon Stadium 2 is here and *XG*'s got a full strategy on the hottest N64 cart of the year. Another potential N64 star is born as well. Who? He's big, he's bad, and he's...furry? Yep, he's Conker, Rare's irreverent new video-game star. This squirrel has a rather large chip on his shoulder, and he'll be counting on you to get him through Conker's Bad Fur Day. Moving on, *XG* brings you the latest on Phantasy Star Online. On the PS2 front, *XG* hits the dirt with some serious offroad action with ATV Offroad Fury. Finally, look for some keen insight into the hand-held world of Mario Tennis.



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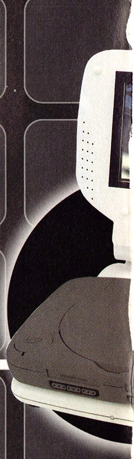

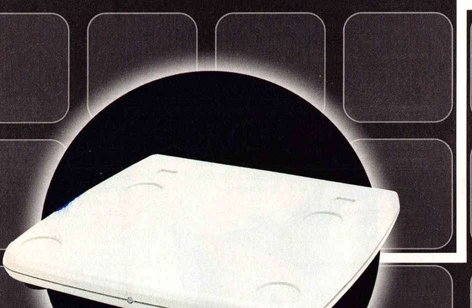

Mobile Monitor™

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